AUDYA

advanced music station

cod.K142008

USER MANUAL - QUICK GUIDE

KETRON

IMPORTANT SAFETY PRECAUTIONS

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The lightning flash with arrowhead symbol, within equilateral triangle, is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

This appliance has a serial number located on the rear panel. Please record the model name and the serial number and retain them for your records.

Model name _____

Serial number _____

WARNING: TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

CE Marking Information

a) Applicable electromagnetic environment: E4
b) Peak inrush current: 15 A

1 Read these instructions.

2 Keep these instructions.

3 Heed all warnings.

4 Follow all instructions.

5 Do not use this apparatus near water.

6 Clean only with dry cloth.

7 Do not block any ventilation openings. Install in accordance with the manufacturer’s instructions.

8 Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

9 Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10 Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

11 Only use attachments/accessories specified by the manufacturer.

12 Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

13 Unplug this apparatus during lightning storms or when unused for long periods of time.

14 Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

IMPORTANT SAFETY PRECAUTIONS

- Do not expose this apparatus to drips or splashes.
- Do not place any objects filled with liquids, such as vases, on the apparatus.
- Do not install this apparatus in a confined space such as a book case or similar unit.
- The apparatus should be located close enough to the AC outlet so that you can easily grasp the power cord plug at any time.
- The main plug is used as the disconnect device; the disconnect device shall remain readily operable.
- An apparatus with Class I construction shall be connected to an AC outlet with a protective grounding connection.
- Excessive sound pressure from earphones and headphones can cause hearing loss.
- The apparatus draws nominal non-operating power from the AC outlet with its STANDBY/ON in the Standby position.
- No live flame, like candles lights, must be placed on this apparatus.

For European Users

Disposal of old appliance

1 When this crossed-out wheeled bin symbol is attached to a product it means the product is covered by the European Directive 2002/96/EC.

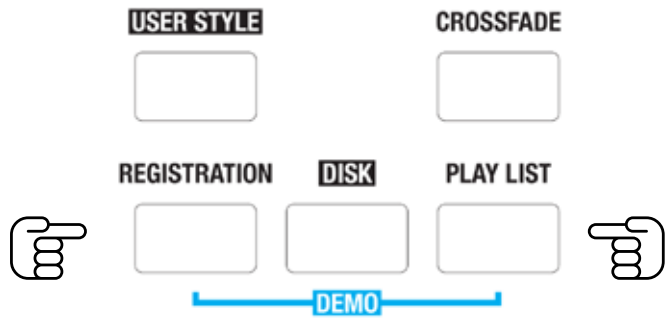
2 All electrical and electronic products should be disposed of separately from the municipal waste stream via designated collection facilities appointed by the government or the local authorities.

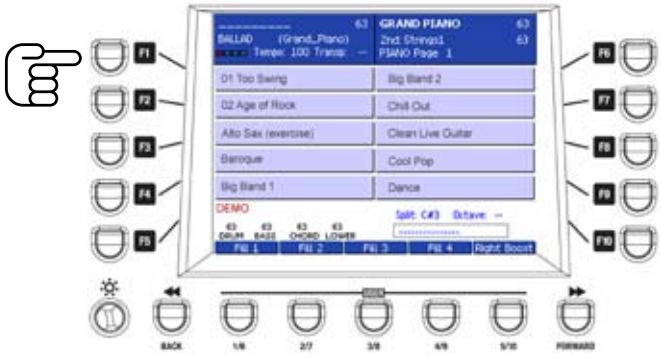
3 The correct disposal of your old appliance will help prevent potential negative consequences for the environment and human health.

4 For more detailed information about disposal of your old appliance, please contact your city office, waste disposal service or the shop where you purchased the product.

Playing the DEMO songs

1. ***Press the REGISTRATION and PLAY LIST buttons simultaneously.***
2. ***By using the buttons from F1 to F10 (to the right and to left of the display) select one of the 10 demo songs displayed on the current page.***
3. ***By using the DATA/VALUE wheel you can scroll various pages of demo songs.***
4. ***Use the START/STOP button for start or stop the playback of the current song.***
5. ***Press either the REGISTRATION or the PLAY LIST buttons to exit the DEMO mode.***





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Thank you for purchasing **Ketron Audya Advanced Music Station**. In this “User Manual/Quick Guide” you can find the descriptions of all the main functions to get started with the keyboard. Before using the unit, we strongly recommend you to read this manual thoroughly to ensure that you understand the operation of its many useful and convenient functions. After you have finished reading this manual, please keep it in a safe place for future reference.

Main features

Audya is the new state-of-the-art arranger keyboard by Ketron, featuring many advanced functions, designed for live entertainment and professional use. It offers a powerful audio multiplayer, a very high quality sound engine and an unique automatic accompaniment arranger. Audya includes a versatile video support, separate audio connections and three USB ports to connect to a computer and other storage devices.

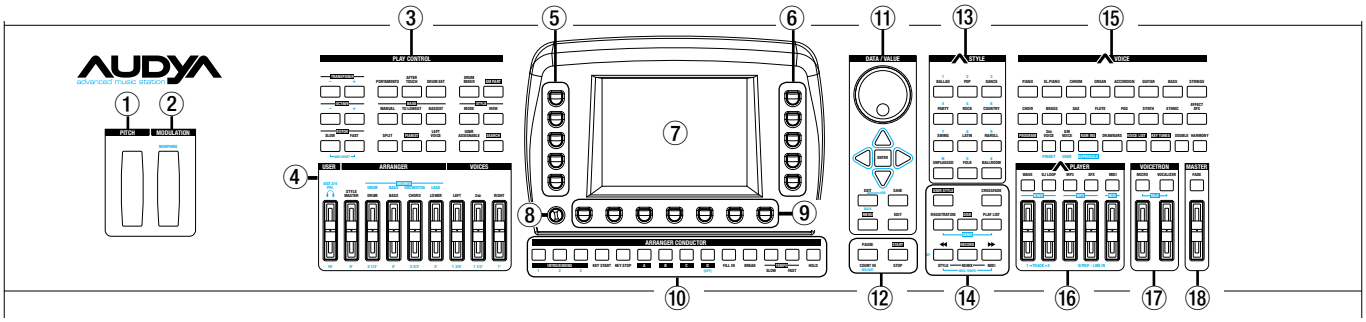
- **New sounds and Supersolo voices**
  Following the Best Natural Sounds tradition by Ketron, Audya includes a new high quality sound engine: 360 MB stereo and multilayer sound library, including a new Stereo Grand Piano featuring an outstanding natural resonance. There are an additional 64 MB RAM for custom sounds that can be quickly loaded in memory from disk while playing. Audya also has a brand new DSP section, with Rotor, Distortion, Phaser, Flanger, Tremolo, Chorus, Reverb effects, and more.
- **Audio Groove**
  For the first time ever, an arranger keyboard features real audio grooves of drums, percussions, basses, guitars, arpeggios and licks, all synchronized to MIDI clock. A rich audio recordings library played by famous drummers and musicians have been added to the project, and the live performances of the musicians have been recorded to match the styles and MIDI file playback in real time with no distortion nor loss of quality. Moreover, also the live guitar grooves are synchronized perfectly to styles and MIDI files with no pitch shifting when the tempo is changed.
- **Player**
  The professional player can play up to five tracks simultaneously: that is two WAVE files, two MP3 files and one MIDI file, with pre-listen feature on headphones, play list and crossfade functions.
- **Karaoke**
  A wide range of lyric options to display the text within MIDI files or synchronized to audio files are available.
- **MIDI and Audio Recording**
  You can record and remix your songs within a complete audio/MIDI hard disk recording environment.
- **Drawbars**
  Audya includes a built-in professional organ with nine faders for digital Drawbars control. You can create in real time all the sonic power of a real tonewheel organ, featuring percussion, click, rotary speaker, distortion, vibrato and much more.
- **USB**
  Audya has an internal large hard disk accessed by USB connection from a computer. In this way, you can easily manage the musical content of the disk and make backup copies of your songs and settings. Moreover, two USB ports on the front side panel accept any USB storage device such as pendrives, external hard disks, CD and DVD players, and more.
- **Voicetron**
  The new Voicetron section features a vocalizer with a new five voices engine. The vocalizer has an effects library with many presets that can easily fit all the needs of the singer. You can also edit the parameters to your needs, for example, to set the Vocalizer effects set to automatically follow the Arranger or the MIDI file playback.
- **Key Tunes**
  You can assign a song to each button of the keyboard. Every button tune has loop capabilities and can be played as a Dj.
- **User interface**
  The top panel is designed to help musicians especially during their live performances. Seventeen sliders (one slider is User assignable) allow powerful and efficient control over volumes and effects. There are also numerous buttons with a built-in LED showing their on/off status. A large colourful LCD display with TFT technology (320x240 pixels) and a multi-page system based on function buttons around the display allow an easy navigation in the menus and the settings pages.

Top panel

The front panel of Audya is divided in various operative sections.
In the figure below, each number corresponds to its description.

NOTE

Some buttons and controls on the front panel are marked by a blue serigraphy, meaning that a second function is available accordingly to the selected operative mode.



① **Pitch**
This wheel changes the pitch of the sound currently selected for the right hand. The default value is ±2 semitones, modifiable from MENU.

② **Modulation**
This wheel changes the modulation of the sound currently selected for the right hand. The default value of sensitivity is 14, modifiable from MENU.

③ **Play Control**
Section for the main controls on sound: Transposer, Octave, Rotor, etc. (see on page 18).

④ **User** / **Arranger** / **Voices**
Mixer section for the Arranger parts, the right/left hand, the Style, etc. In DRAWBARS mode you can control the Drawbars parameters (see on page 16).

⑤ **Function buttons F1 - F5**
The function buttons at left of the display allow the selection of voices, styles, controls, parameters, etc. that are shown on the left side of the display accordingly to the different operative modes.
By pressing a function button, the name on the display is highlighted in blue colour.

⑥ **Function buttons F6 - F10**
As above. Function buttons at right of the display.

⑦ **Display**
Colourful backlit liquid crystal display (LCD). See on page 12 the explanation on how to operate the display.

⑧ **Brightness**
Small knob for the display brightness adjustment. Turn clockwise/counter-clockwise in order to match the right brightness of the display accordingly to your needs and the environmental light conditions.

⑨ **User, Back and Forward buttons**
The five User buttons and two Back ◄◄ and Forward ►► buttons below the display allow the selection of the functions that appear on the display accordingly to the operative modes (see on page 13).

⑩ **Arranger Conductor**
This section contains the buttons for real time control of the Arranger: Intro/Ending, button Start/Key Stop, ABCD, Fill In, Break, Tempo, Hold (see on page 13).

⑪ **Data/Value**
This group is made of one wheel and four CURSOR buttons (◄ ► ▲ ▼). By using the wheel and cursor buttons you can input data, change parameter values or navigate through the lists and menu items, accordingly to the operative modes (see on page 15).

⑫ **Transport**
This section includes Start/Stop and Count In/Restart controls in Arranger mode or Start/Stop and Pause for the song currently selected.

⑬ **Style**
This section is for the selection of the Arranger styles (see “Selecting the Styles” on page 17).

⑭ **User Style/Disk area**
This section is for the User Styles selection and the disk management (see on pages 53 and 48).

⑮ **Voice**
Section dedicated to the selection of the voices (see “Selecting voices” on page 14).

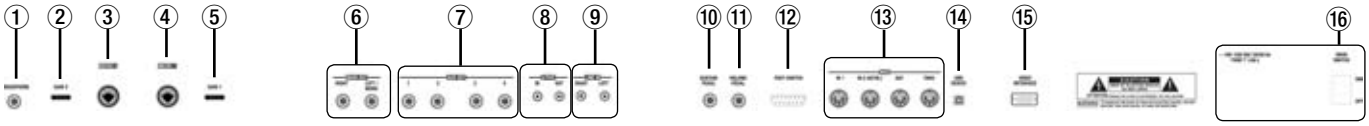
⑯ **Player**
Multimedia Player (see “Player” on page 21).

⑰ **Voicetron**
Microphone and voice effects (see “Voicetron” on page 24).

⑱ **Master**
Main output control (see “Master” on page 25).

Rear panel

All the connections to external devices are on the rear panel.
In the figure below, each number corresponds to its description.



① **Headphone**
Standard stereo jack for the headphone. The Master volume adjusts also the headphone output level.

② **Gain 2**
Gain adjustment of the signal input level of the Micro 2 jack.

③ **Micro 2**
Standard combo mono jack for the connection of a dynamic microphone.

④ **Micro 1**
Standard combo mono jack for the connection of a dynamic microphone.

⑤ **Gain 1**
Gain adjustment of the signal input level of the Micro 1 jack.

⑥ **Main Out**
Two standard mono jacks for main right/left or mono (RIGHT, LEFT/MONO) outputs to be connected to a PA system.

⑦ **Aux Out**
Four standard mono jacks as auxiliary outputs to be connected to monitors, mixers, outboard effects, etc.

⑧ **S/PDIF**
Standard RCA connectors for stereo digital input and output with digital devices (CD Player, digital console, etc.)

⑨ **Line In**
Standard RCA connectors for line right/left input (RIGHT, LEFT) of stereo devices with line level signal (CD Player, etc.)

⑩ **Sustain Pedal**
Standard mono jack for the connection of one Sustain pedal (optional).

⑪ **Volume Pedal**
Standard stereo jack for the connection of one Volume pedal (optional).

⑫ **Foot Switch**
Standard multipolar connector for an optional pedal to control internal functions.

⑬ **MIDI**
Standard MIDI IN/IN2 (KEYB), MIDI OUT and MIDI THRU jacks.

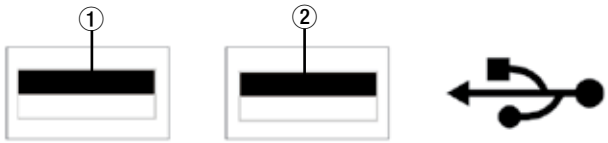
⑭ **USB Device**
Standard USB port (type-B) for the connection to a personal computer.

⑮ **Video Interface**
Standard VGA jack for the connection to an external video VGA monitor.

⑯ **Main Switch/Fuse**
Standard AC power connection (220 V) with ON/OFF switch and protection fuse.

USB connectors on the front side

On the front panel, there are two USB ports (type-A) for easy connection to USB devices such as pen drives, card readers, etc.
For the connection to a computer, please use the USB connector on the rear panel.



① **USB connector 1**
USB connector for pen drives and other USB devices (card readers, players, hard disk, etc.)

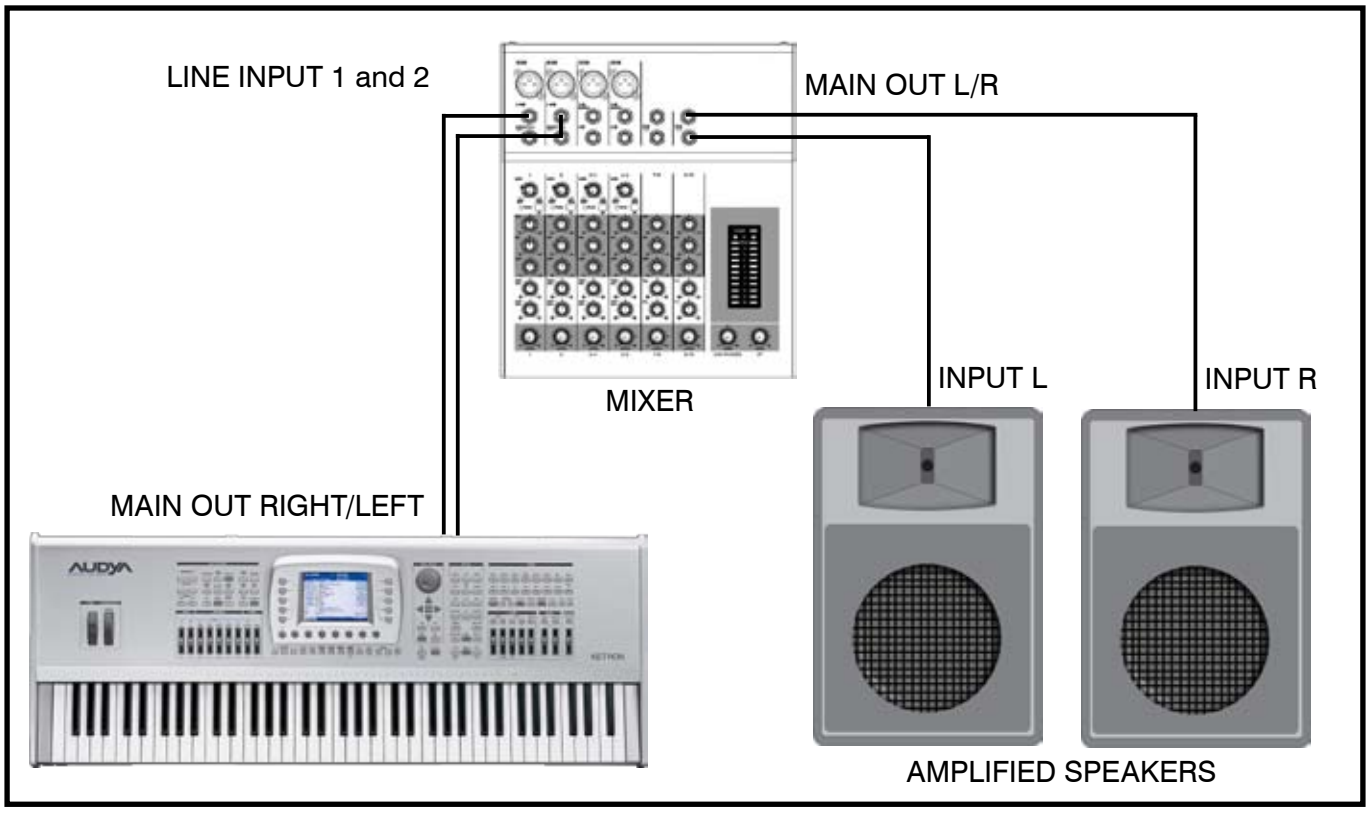
② **USB connector 2**
The same of USB 1.

NOTE

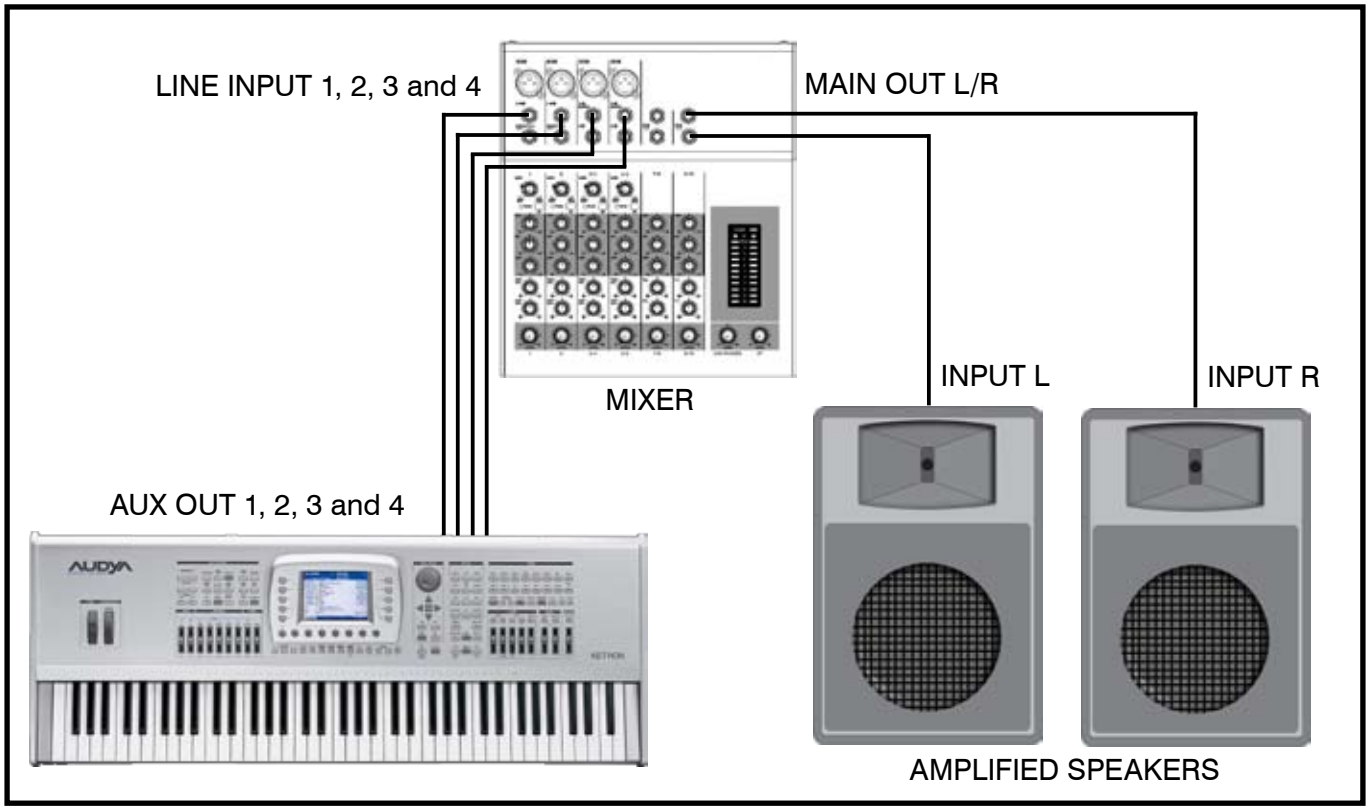
Along the keyboard, from C3 to E6, you can find letters and numbers for easy input of names, when saving files on the hard disk, and for a quick file search.

AUDIO connections

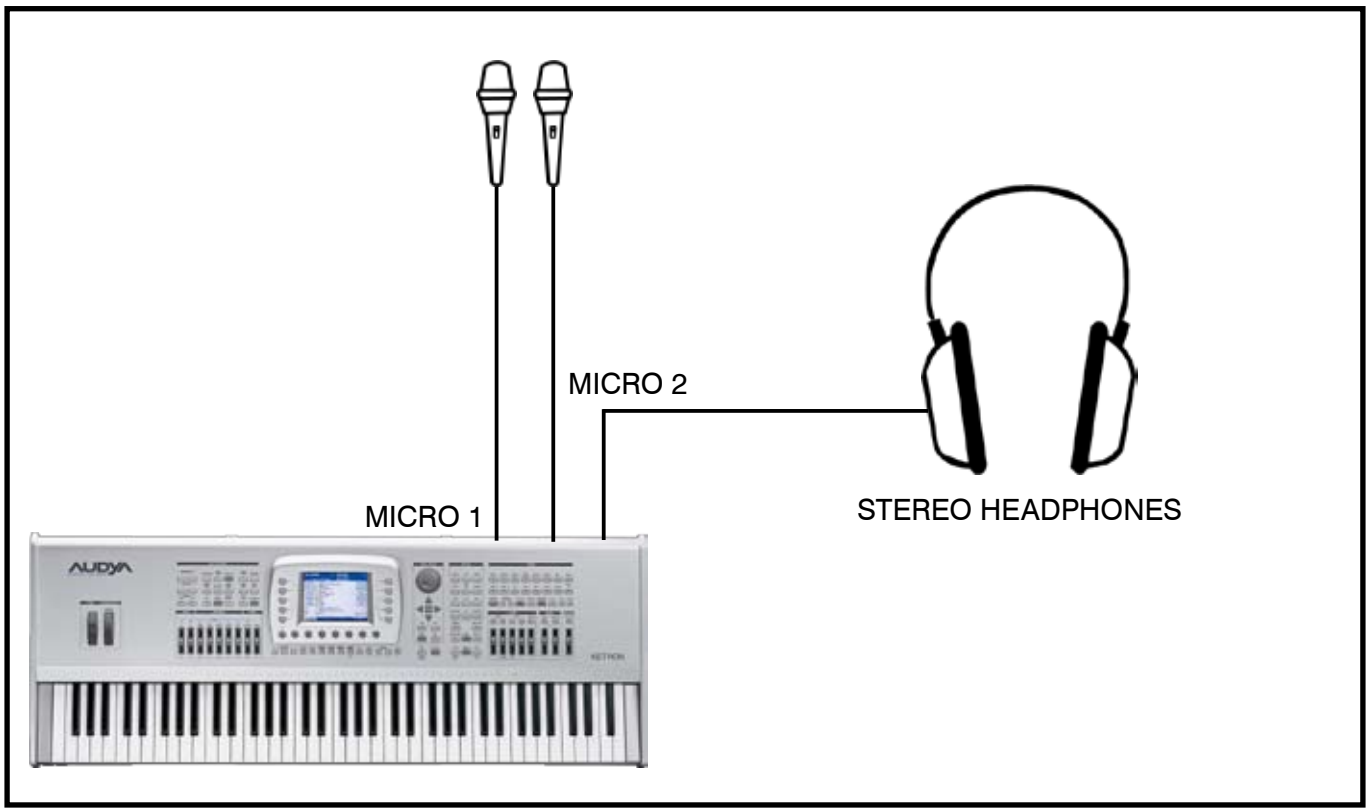
Stereo jack connection to a PA system.



Connecting 4 auxiliary outputs to a mixer and to a PA system.

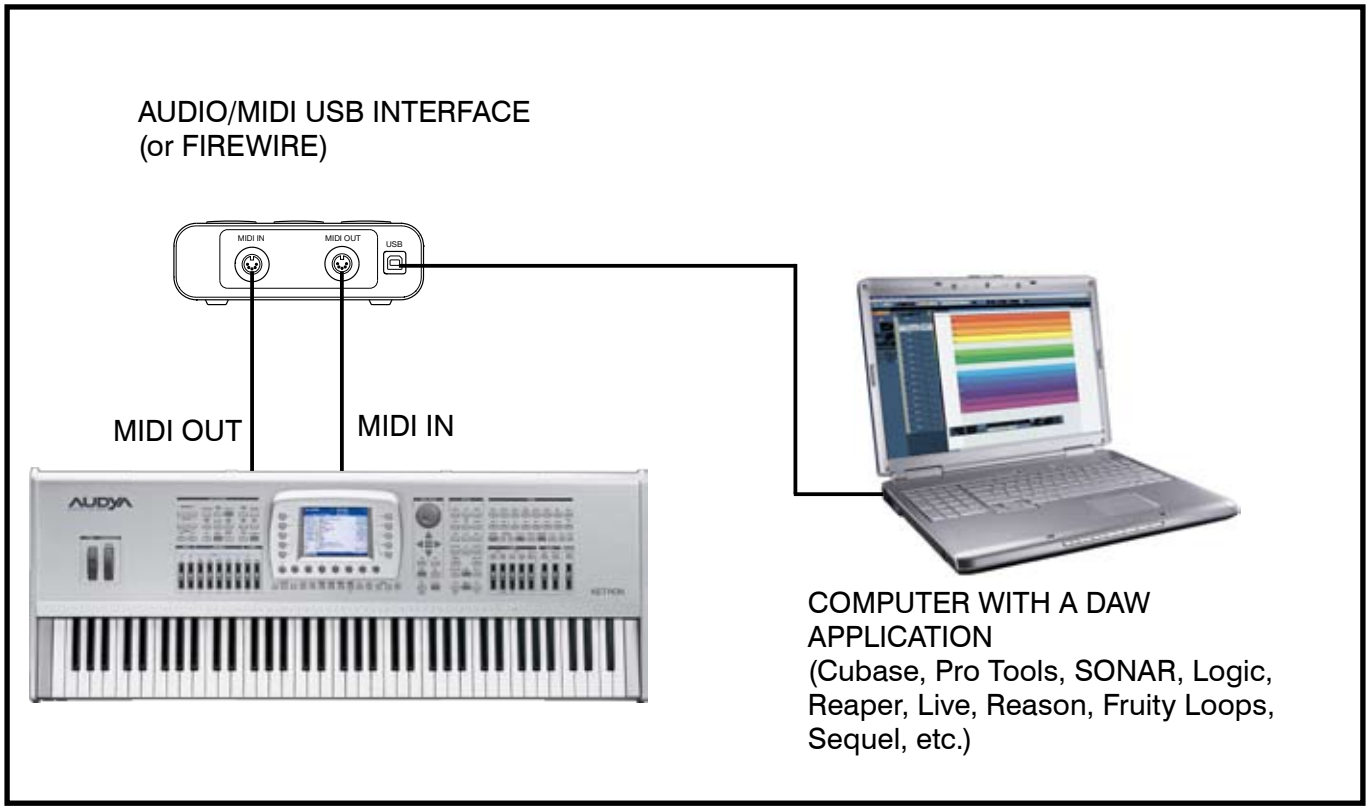


Connecting one or two microphones and one headphones.



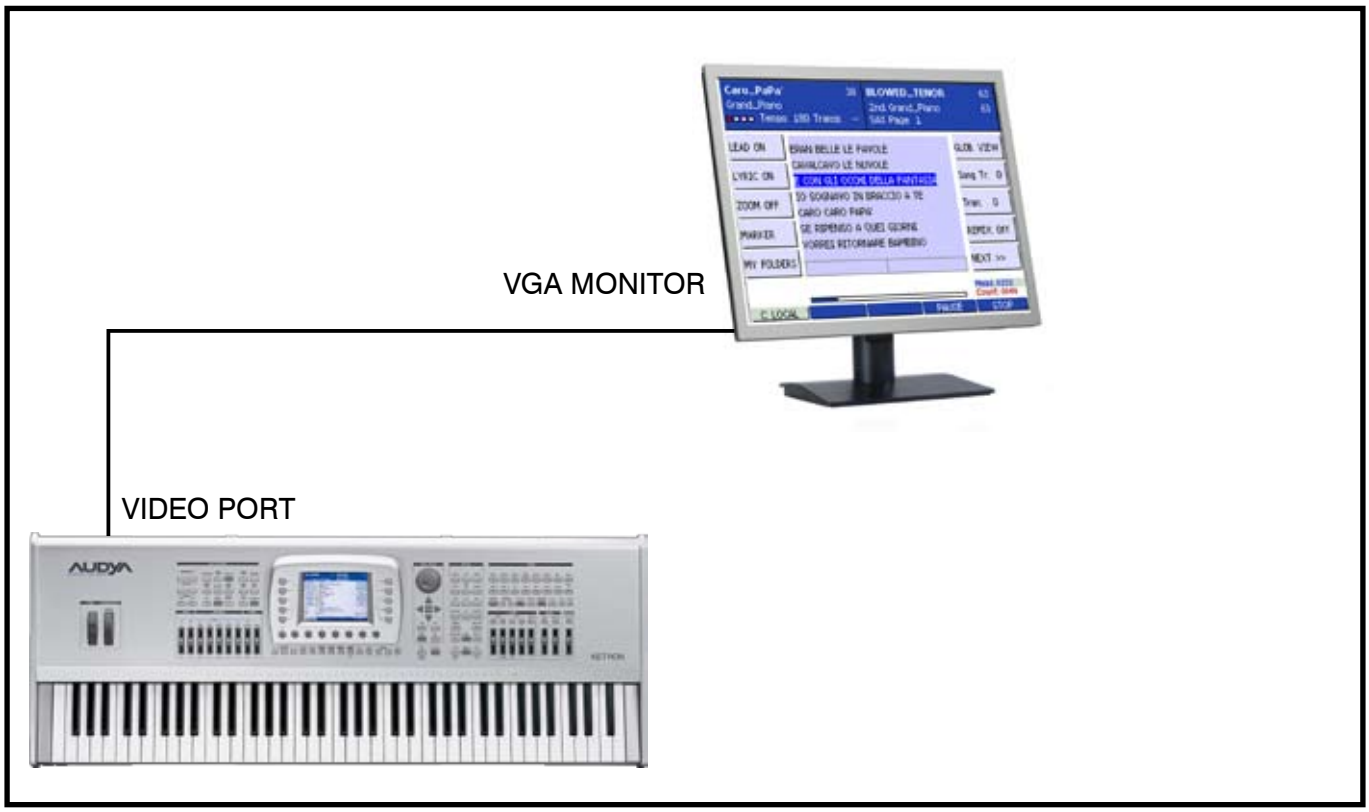
MIDI connection

MIDI connection to an external interface connected to a computer.



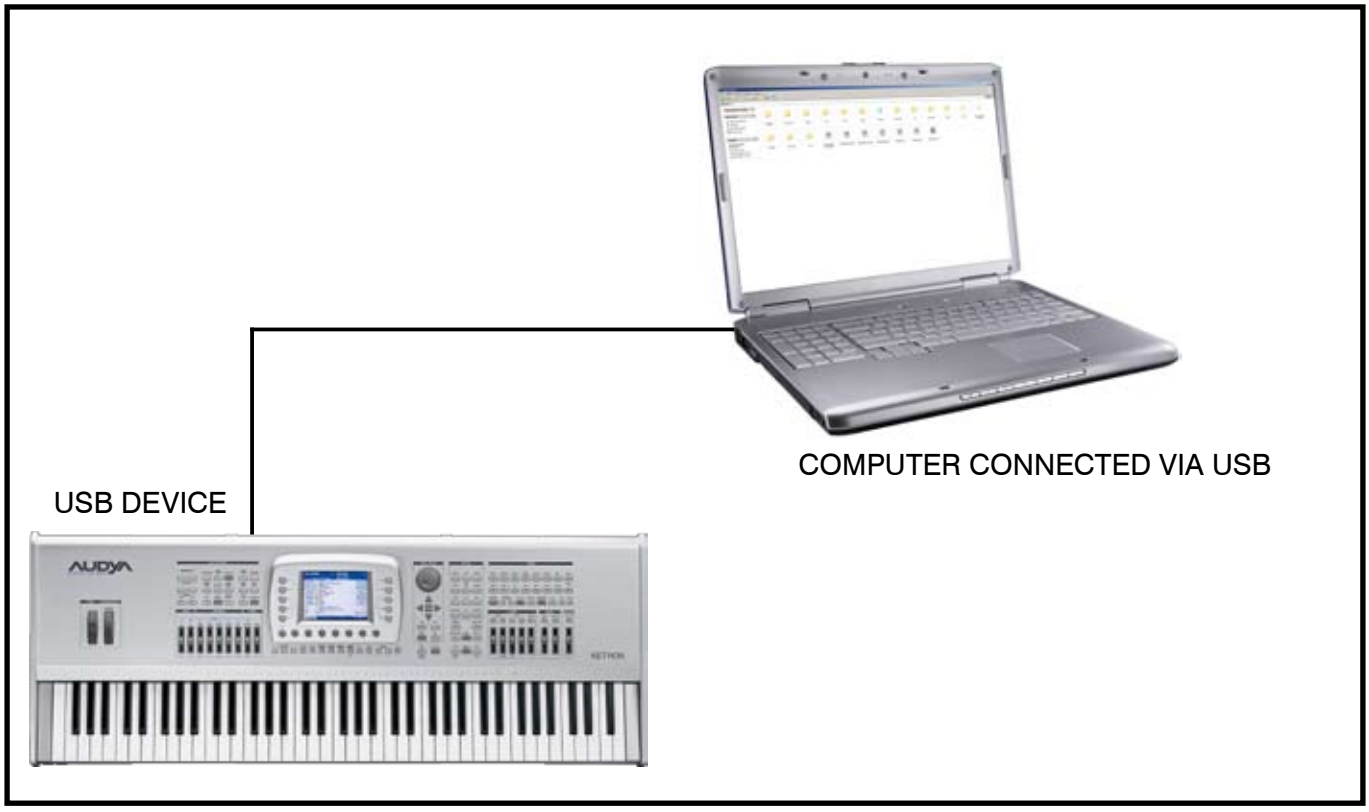
VIDEO connection

Connecting a VGA monitor.



USB connection

USB connection to a computer.



■ USB connection procedure

1. Connect the USB cable to the USB DEVICE port of Audya, and to the USB port of a computer.
2. After a while, “USB connected” will appear on the display of Audya (Figure A). All the functions on the front panel are disabled.
3. After a while, a screen like Figure B should appear on the screen of your computer. From this windows you should choose the “Open folder to view files using Windows Explorer” option (Figure B).
   Anyway, you will be able to open Audya drive from your local computer resources. You will see Audya drive as any ordinary “Removable Disk”.
4. After opening the Audya hard disk root folder, you can handle the files like any ordinary storage device (Figure C).

You can copy from and to the internal folders of Audya hard disk the following file types:

- MP3
- MIDIFILE
- STYLES
- PLAYLIST
- DJ_LOOPS
- INSTRUMENTS
- REGISTRATION
- WAVE
- SFX
- ETC.

5. After you finished copying the files, please follow the USB hardware SAFE REMOVAL procedure and disconnect the USB cable from the rear panel of Audya and/or from the computer USB port.
   In Windows OS, you can click on the icon located on the task bar. A pop-up window will open allowing you to disconnect the USB device safely.
6. After a while, Audya will operate again. You do not need to restart Audya.

For advanced file handling and/or file updating on the internal hard disk of Audya, please see “Disk” on page 48.

Figure A

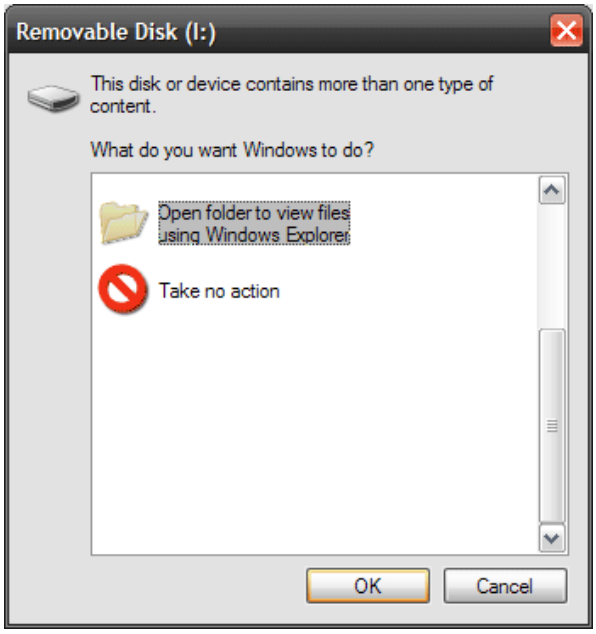

Removable Disk (I:)
This disk or device contains more than one type of content.
What do you want Windows to do?
Open folder to view files using Windows Explorer
Take no action
OK
Cancel

Figure B

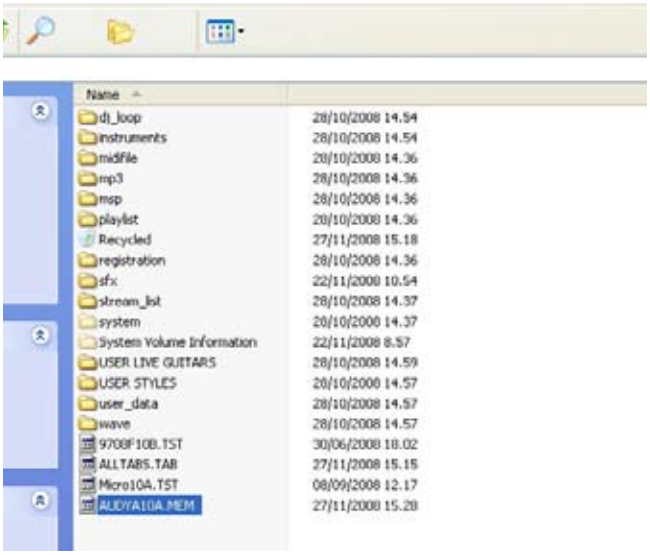
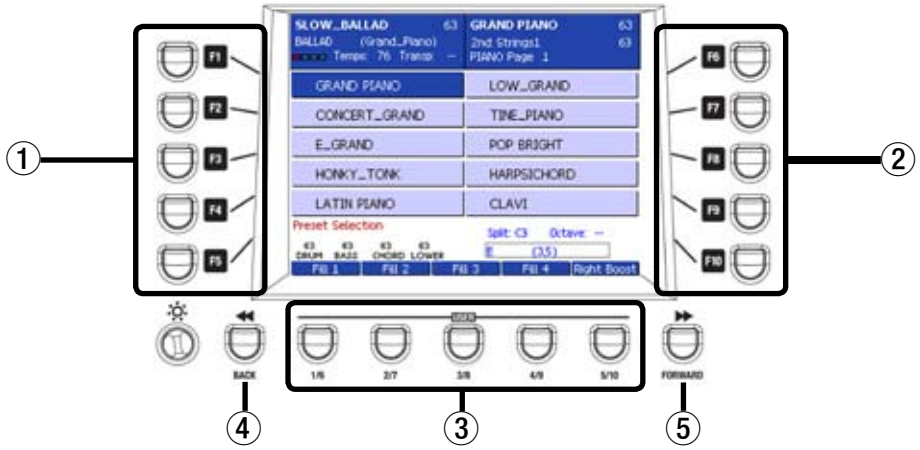


Figure C

Display and function buttons

Display

The heart of Audya is the display. The F1-F5 function buttons to the left, the F6-F10 function buttons to the right and the five User buttons below the display allow you to select the items displayed in the various screens.



① **F1-F5 function buttons**
Press the five function buttons from F1 to F5 to select one voice (VOICE) or one STYLE or a menu displayed on the display, for example.

② **F6-F10 function buttons**
The same as above.

③ **User buttons**
In Arranger mode, the five User buttons below the display will select five FILLS or five BREAKS. In the other operative modes they will select various functions, menus and user functions.

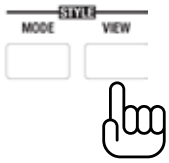
④ **◀◀ (Back) button**
It allows to display the previous five functions corresponding to the User 1/6, 2/7, 3/8, 4/8, 5/10 buttons (see User Assignable on page 52).

⑤ **▶▶ (Forward) button**
It allows to display the next five functions corresponding to the User 1/6, 2/7, 3/8, 4/8, 5/10 buttons (see User Assignable on page 52).

NOTE
The serigraphy below the User buttons has the following numbering: 1/6, 2/7, 3/8, 4/8, 5/10. In this manual we use USER 1, USER 2, etc., for short.

F1, F2, F3, F9 and F10 function buttons

The F1, F2, F3, F9 and F10 function buttons allow you to access the AUDIO STYLE MODELING when they are used in STYLE VIEW mode, in the PLAY CONTROL section (see details on page 27).



Press the STYLE VIEW button and one of the following:

F1 - Audio Drum (see groove list on page 56)
Press F1 to set the AUDIO DRUM part.

F2 - Groove Bank (see groove list on page 58)
Press F2 to set the GROOVE BANK part.

F3 - Bass Bank (see groove list on page 60)
Press F3 to set the BASS BANK part.

F9 - Arp & Lick (see groove list on page 61)
Press F9 to set the ARP&LICK part.

F10 - Live Guitar (see groove list on page 62)
Press F10 to set the LIVE GUITAR part.

User buttons

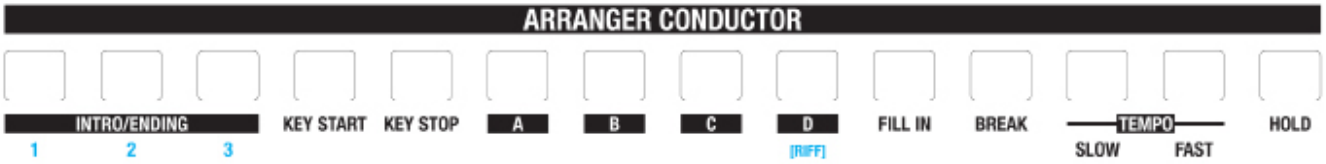
In addition to the FILL and BREAK selection in Arranger mode and other assignable user functions (see User Assignable on page 52), the five User buttons can access many functions.

For example, while in the different operative modes (MENU, DISK, PLAYLIST, STYLE VIEW, DRUM MIXER and so on), these five User buttons allow the selection of further pages that open their own settings menus.

In the figure you can see how the User buttons, in STYLE VIEW mode, allow the selection of the VOICE, EFFECT, PAN and MUTE SINGLE pages. By pressing one of the five User buttons, you can view the content of the corresponding page.

Arranger Conductor buttons

The buttons of the ARRANGER CONDUCTOR section allow real time control of the styles when the Arranger mode is selected. See the PLAY CONTROL settings to select the desired Arranger mode on page 18.



From left to right, here are the descriptions for each button:

INTRO/ENDING 1 2 3
When the Arranger is stopped, by pressing one of these three buttons you can enable one of the three “introductions” of the style.
When the Arranger is playing, by pressing one of the three buttons you can enable one of the three “endings” of the style.

KEY START/KEY STOP
If button START is on, the Arranger will instantly start when you start playing the keyboard.
If button STOP is on, the Arranger will instantly stop when you release all the buttons.

A B C D
Each button corresponds to a style variation.

FILL IN
By pressing this button you can enable one FILL of the selected style and the Arranger will automatically start. If the Arranger is already playing, by pressing this button you will enable the same FILL.

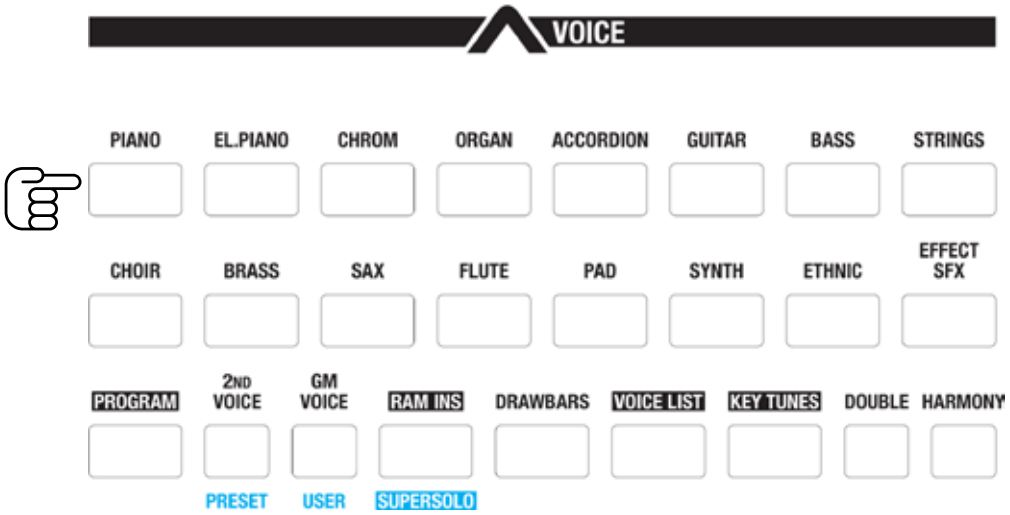
BREAK
By pressing this button, you can enable one of the BREAK of the selected style and the Arranger will automatically start.
If the Arranger is already playing, by pressing this button you will enable the same BREAK.

TEMPO SLOW/FAST
By pressing these buttons you can slow down (SLOW) or speed up (FAST) the tempo of the Arranger. By pressing the two buttons simultaneously, you will set the T.Lock function, that is Tempo Lock.
To restore the original tempo of the style, press the ◀◀ and ▶▶ buttons simultaneously in the RECORD section.

HOLD
By pressing the HOLD button, the accompaniment of the Arranger will play even if you release all the keys from the keyboard.
If HOLD is disabled, when you release the keys from the keyboard, the accompaniment of the Arranger will stop playing, except the drum part.

Selecting voices

You can find three rows of eight buttons each in the VOICE section on the front panel. The first two rows allow the selection of the voice families, ordered by a common use (see a full list of the voices on page 63).



The third row contains the PROGRAM button and other voices selection buttons. Moreover, there are also the DOUBLE, HARMONY and KEY TUNES buttons.

■ Selecting a basic voice

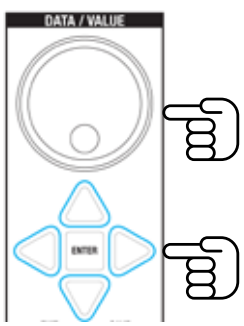
1. Select one voice family by pressing one of the 16 buttons on the first two rows in the VOICE section. For example, press the “PIANO” family button. The first page showing the first ten available voices of the PIANO family will appear.
2. By pressing one of the F1-F5 or F6-F10 buttons, select one of the ten voices shown on the display, corresponding to the name of the voice. For example, by pressing the F4 button, you will select the voice named “HONKY_TONK” (Figure 01).
3. Press the CURSOR ◄ ► to select the various VOICE pages with further ten voices each (Figure 02). Note that you can access more than 2 pages for each voice family.

Figure 01

Figure 02

NOTE

By turning the wheel clockwise/ counter-clockwise you can scroll the pages, just like the CURSOR ◄ ►. Also, you can scroll the pages by pressing repeatedly the same VOICE family button (e.g. PIANO, EL.PIANO and so on.)



■ Selecting a SUPERSOLO voice

1. Press the SUPERSOLO button of the third row in the VOICE section. The display will show a list of the SUPERSOLO voices stored on the hard disk (Figure 03).
2. Select one voice by using the CURSOR ▲ ▼.
3. Press the ENTER button to load the SUPERSOLO voice into the selected memory location. The display will show the SUPERSOLO voice on the first free location.
   In the example, the APACHE_GUITAR voice is loaded onto the memory location corresponding to the F1 button (Figure 04).

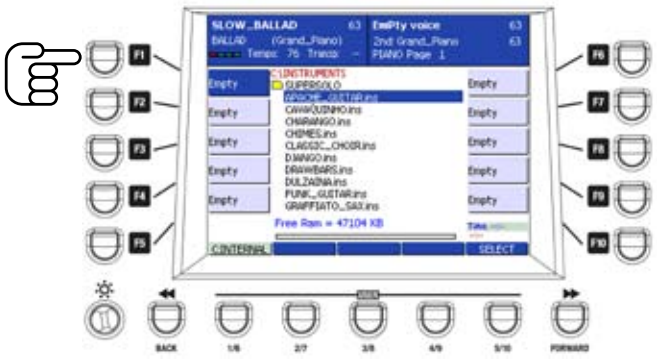


Figure 03

■ Selecting more SUPERSOLO voices

1. Press the SUPERSOLO button of the third row in the VOICE section. The display will show a list of the SUPERSOLO voices stored on the hard disk.
2. Select one voice by using the CURSOR ▲ ▼.
3. Press the SELECT button that appears on the display next to the USER 5 button. A dot will appear before the name of the selected SUPERSOLO voice. Repeat the choice in order to select more SUPERSOLO voices by using the CURSOR ▲ ▼ and the SELECT button (Figure 05).
4. Press the ENTER button to load in the memory location all the selected SUPERSOLO voices.
   In the example, five SUPERSOLO voices have been loaded in the first five memory locations corresponding to the F1-F5 buttons (Figure 06).

Figure 04

For advanced operations about the SUPERSOLO voices see on page 32.

Figure 05

NOTE

The SUPERSOLO voices appear on the display with an asterisk. For example: APACHE_GUITAR.ins*.
If you try to load one voice already loaded in memory, this will not be loaded twice.

Figure 06

WARNING

The RAM INS indication next to the SUPERSOLO button means that the SUPERSOLO voices will be loaded into memory temporarily. For this reason, when you power OFF, the SUPERSOLO voices will not be retained in memory.

Selecting voices

■ Adding a second voice to the right hand (2nd VOICE)

1. Press the 2nd VOICE button on the third row in the VOICE section.
2. According to the PRESET or PROGRAM voice, you will add a second voice to the sound of the right hand.
3. Note that the 2nd VOICE voices can be freely programmed by the user in any PROGRAM. Press the EDIT button and the USER 2 button to open the 2nd VOICE page (Figure 07). For more details on how to create/edit a PROGRAM see on page 36.

Figure 07

■ Selecting the organ DRAWBARS

1. Press the DRAWBARS button on the third row in the VOICE section. The display will show the organ DRAWBARS screen (Figure 08).
2. Select one organ by using the F1-F10 buttons (ORGAN1, ORGAN2, etc.) Press the CURSOR button ◄ to select the second page of DRAWBARS (ORGAN11, ORGAN12, etc.)
3. Press the USER 1 button (PedToRotor) below the display to control the ROTOR by using one external SUSTAIN pedal. By pressing the pedal repeatedly you can toggle ROTOR SLOW/ROTOR FAST. If “PedToRotor” is disabled, the SUSTAIN pedal returns to its ordinary function.
4. Use the fader controls in the MIXER section (page 20) to set the nine footages of the organ DRAWBARS:
   16, 8’, 5 1/3’, 4’, 2 2/3’, 2’, 1 3/5’, 1 1/3’, 1

   Figure 09 shows the exact correspondence of the nine faders of the mixer section and the nine DRAWBARS displayed on the screen.

5. Press the USER 5 button (Drw:Lock/Unlock) below the display to toggle Lock/Unlock function, so you can use the faders for mixing the Arranger parts or the MIDI file tracks instead of the DRAWBARS.

Figure 08

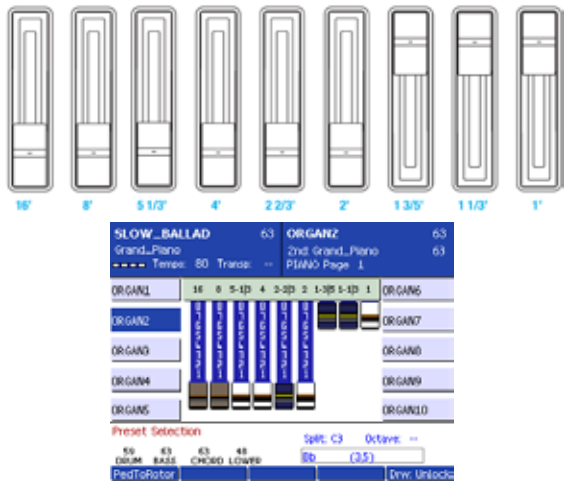


Figure 09

For advanced operations about the DRAWBARS see on page 31.

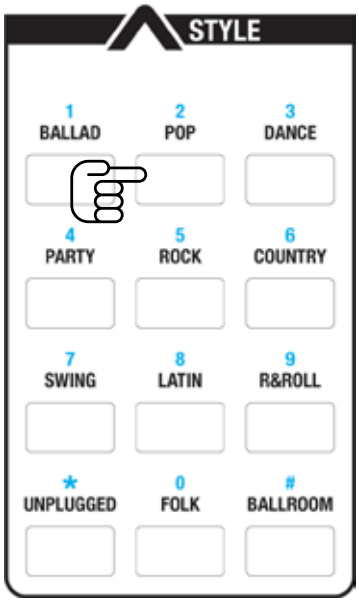
■ Selecting the GM (General MIDI) voices

1. Press the GM button on the third row in the VOICE section. The display will show a list of the GM voices (Figure 10).
2. Follow the same procedure for voices selection described on page 14.

Figure 10

Selecting styles

The numeric keypad of the STYLE section allows the selection of twelve style families, divided into various musical genres.



■ Selecting a PRESET style

1. Select one style family by pressing one of the twelve buttons of the keypad in the STYLE section. For example, press the “POP” family button.
2. The display will show the first ten available styles Press one of the F1-F10 buttons to select one of the ten displayed styles. In the example, the F3 button selects the FUSION_FUNK style (Figure 11).
3. Press the CURSOR ◄ ► to select further pages of STYLE containing ten styles each (Figure 12). Note that you can access more than two pages for each style family.

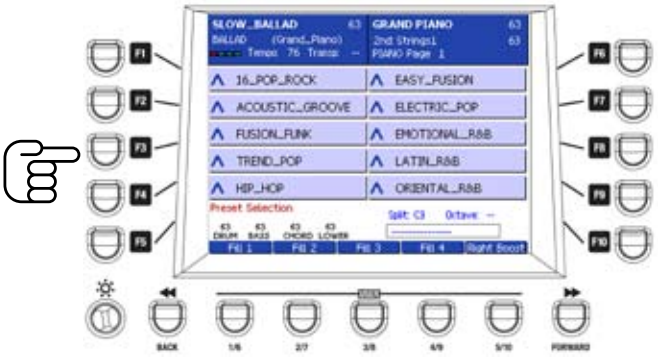
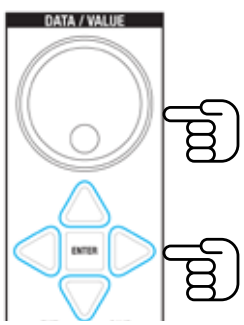


Figure 11

Figure 12

NOTE

By turning the wheel clockwise/ counter-clockwise you can scroll the pages, just like the CURSOR ◄ ►. Also, you can scroll the pages by pressing repeatedly the same STYLE family button (e.g. BALLAD, POP and so on.)

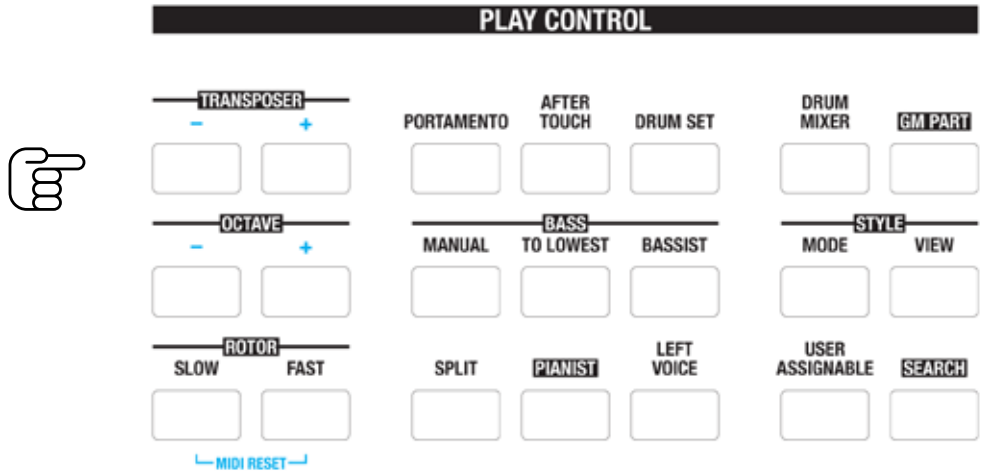


NOTE

Note that the styles which contain an audio part (AUDIO DRUM, GROOVES, LIVE GUITAR) have the symbol ^ before the style name.

Play Control

The PLAY CONTROL section contains all the control functions so you can start playing the keyboard and modify the settings accordingly to your own way of playing.



- **TRANSPOSER**
  By pressing the [-] and [+] buttons you can transpose the overall pitch in 24 semitones up or down (1 semitone step), including the Arranger (except the drum). The display shows the current TRANSPOSE value (Figure 13). Press the [+] and [-] buttons simultaneously to instantly reset the transpose value to 0.
- **OCTAVE**
  The [+] and [-] buttons allow the pitch of the RIGHT part to be shifted up or down by one octave. The display shows the current value of OCTAVE Up or Down (Figure 14).
- **ROTOR**
  The SLOW and FAST buttons allow to change the speed of Rotary Speaker, when you select DRAWBARS in the VOICE section and for the voices for which the ROTARY SPEAKER setting is set to ON.
- **PORTAMENTO**
  Turns the PORTAMENTO on and off, only the voices for which the portamento has been programmed. For example, the SYNTH family.
- **AFTER TOUCH**
  Turns the AFTER TOUCH on and off, only the voices for which the after touch has been programmed (GUITAR, SYNTH, etc.)
- **DRUM SET**
  Selects one of the 53 built-in DRUM SETS to play directly from the keyboard (Figure 15). For more details on DRUM SET see on page 30.

Figure 13

Figure 14

Figure 15

- **BASS**
  The MANUAL, TO LOWEST and BASSIST buttons set the following modes, respectively.
  MANUAL: sets the manual bass for the left hand.
  TO LOWEST: sets the lowest note of the chord to the root. For example, when you want to play a bass pedal within a chord progression.
  BASSIST: allows to play free bass notes on a chord played with the right hand. For example, when you play bass solos.
- **SPLIT**
  Holding the SPLIT button, a small keyboard at the bottom of the display appears. By pressing any key on the keyboard, you can set the split point for the Arranger. In the example, the SPLIT point has been set on F2 note (Figure 16). The SPLIT point is always set on C3 note, at startup.
- **PIANIST**
  The PIANIST button allow you to play on the entire keyboard. Basically, by pressing this button you remove the SPLIT point. If Arranger mode, the chords will be recognized on the entire keyboard.
- **LEFT VOICE**
  By pressing the LEFT VOICE button, this will flash until you choose the voice for the left hand (Figure 17). Once selected, press LEFT VOICE button again.

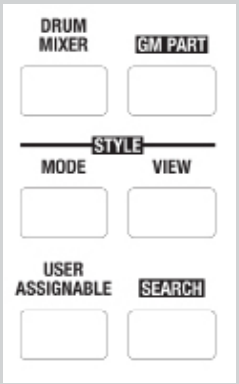
Figure 16

Figure 17

NOTE

For the detailed explanation of the PLAY CONTROL section, please see the following pages, corresponding to the namesake buttons:

- ***DRUM MIXER page 29***
- ***GM PART page 28***
- ***STYLE MODE page 50***
- ***STYLE VIEW page 26***
- ***USER ASSIGNABLE page 52***
- ***SEARCH page 49***

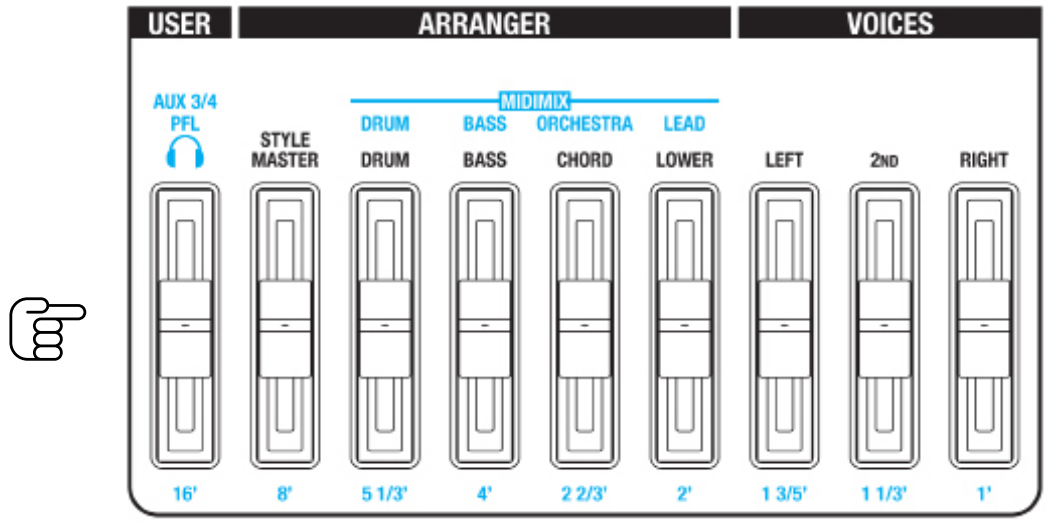


Mixer

The Mixer section features nine vertical faders. The first fader at left allows to control the USER functions (see “User Assignable” on page 52). The remaining eight faders control the volumes of the ARRANGER parts and the volumes of the VOICES parts.

NOTE

When the DRAWBARS mode is on, the nine faders of the Mixer will adjust the footage of the organ. For details see on page 16 and on page 31.



- **USER**
  This first fader at left allows to control the USER ASSIGNABLE functions described on page 52. The default value is the volume control for AUX 3/4 output.
- **ARRANGER**
  These five faders adjust the volumes of the Arranger parts of the style. Respectively:
  STYLE MASTER: main volume of the style.
  DRUM: drum part volume.
  BASS: bass part volume.
  CHORD: volume of the chords part.
  LOWER: volume of the left split.
- **VOICES**
  These three faders adjust the volumes of the VOICES parts on the keyboard.
  Respectively:
  LEFT: volume of the voice on the left split.
  2ND: volume of the second voice on the right split.
  RIGHT: volume of the voice on the right split.

The volumes of the parts are shown on the display (Figure 18). In the upper part at left, the STYLE MASTER volume is shown. In the upper part at right, the RIGHT and 2ND volumes are shown. In the lower part at left, DRUM, BASS, CHORD and LOWER volumes are shown.

NOTE

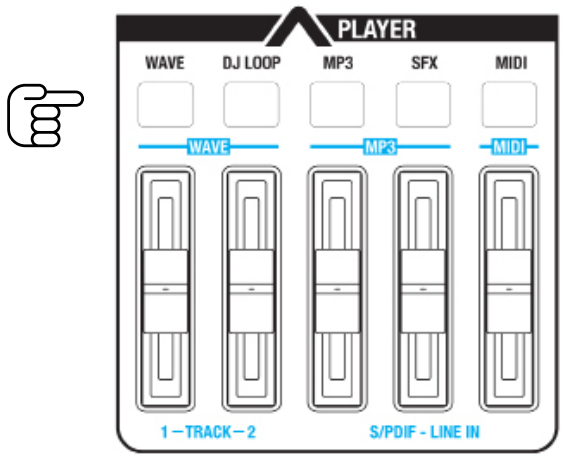
When a MIDI file is playing on the Player (see the details on page 21), the DRUM, BASS, CHORD and LOWER faders, marked by “MIDIMIX” in blue letters, adjust the volumes of the DRUM, BASS, ORCHESTRA and LEAD tracks, respectively, in the following way:

- ***DRUM: adjusts the volume of the drum track***
- ***BASS: adjusts the volume of the bass track***
- ***ORCHESTRA: adjusts all the other tracks***
- ***LEAD: adjusts the volume of the melody track, usually on MIDI channel 4***

Figure 18

Player

The Player section is a complete multimedia environment for live performances. It's a mixer consisting of five faders allowing volume control over WAVE, DJ LOOP, MP3, SFX and MIDI file. The five buttons above the faders switch on/off in order to select the tracks for the mix.



NOTE

When a track of the Player is playing, the corresponding LED flashes.

NOTE

The Remix On/Off function works only when MIDIFILE is selected, even if it is shown on the WAVE and MP3 player screens.

Figure 19

■ WAVE

The WAVE button enables the WAVE screen where you select the audio track to start playback (Figure 19). The fader below adjusts the volume of the track. To navigate in this screen, use the cursor buttons, the ENTER and EXIT buttons.

- CURSOR ▲ ▼ buttons (or the wheel): scrolls up/down the titles.
- ENTER button: opens the selected folder.
- EXIT button: exits from the selected folder
- CURSOR ◄ ► buttons: when the title is too long, scroll the letters of the titles.
- The USER 5 button below the display enables the START function to start playback. Once the track is playing, the USER 4 and USER 2 buttons below the display enable the PAUSE and STOP functions, respectively.

The F1-F10 buttons enable the following functions:

- **F1 - LEAD MUTE**: mute the volume of the melody track.
- **F2 - LYRIC ON**: shows the text (lyric).
- **F3 - ZOOM OFF**: makes the text smaller.
- **F4 - MARKER**: highlights the markers of the song.
- **F5 - MY FOLDERS**: when enabled, by pressing one of the 0-9 numeric keypad in STYLE section, that folder is recalled. To store the position of a folder (WAVE, DJ LOOP, MP3, etc.) hold a 0-9 button of the keypad while the content of the folder is shown.
- **F6 - A. PLAY ON**: enables the automatic sequential playback of the songs.
- **F7 - LOOP ON/OFF**: enables/disables the loop playback of one track.
- **F6 - GLOB./LOCAL VIEW**: enables the global view or local view. In LOCAL VIEW mode, only the files with the same extension (e.g. WAV) are shown. In GLOBAL VIEW mode, all the file types are shown. Note that the TXT files are always shown.
- **F7 - SONG TR.**: shows the transpose value previously stored in the song.
- **F8 - TRAN**: transpose the track in the range of +/- 24 semitones.
- **F9 - REMIX ON/OFF**: enables/disables the MIDI REMIX (see the details on page 47).

The F6-F9 buttons on the next page, enable the following functions:

- **F8 - PFL ON/OFF**: enables/disables the PFL.
- **F9 - LEAD (4)**: selects the channel of the melody from 1 to 16, in case of MIDI file. The default value is MIDI channel 4.
- **F10 - PREV/NEXT**: by pressing this button (NEXT) you access to next page. From this page you will go back by pressing the PREV (previous) button.

- **DJ LOOP**
  The DJ LOOP button enables the DJ LOOP screen where you start playback of the selected audio loop (Figure 20). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.
  The DJ LOOP song are a particular kind of looping tracks, prepared for several music genres. The USER 5 button allows the JUMP NORM/IMM function (normal/immediate jump).
- **MP3**
  The MP3 button enables the MP3 screen where you start playback of the selected track (Figure 21). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.
- **SFX**
  The SFX button enables the SFX screen where you start playback of the selected track (Figure 22). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.
  The SFX tracks are particular tracks containing special effects to be used in different situations, including applause, orchestral hits, snare rolls and many more.
- **MIDI**
  The MIDI button enables the MIDI screen where you start playback of the selected MIDI file (Figure 23). The fader below adjusts the volume of the MIDI file. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.
  When a MIDI track is playing and the lyric is shown (because you pressed LYRIC ON), you can go back to the list of the MIDI files, by pressing the EXIT button or the F2 button (LYRIC OFF).

Figure 20

Figure 21

Figure 22

Figure 23

- **Making a MIX**

The Player allows the single track playback or the MIX playback of two or more tracks at the same time, up to four audio tracks and one MIDI track simultaneously.

MIX a WAVE file and one MP3

1. Press the WAVE button.
2. Select an audio file from the WAVE folder.
3. Press the START button (USER 5) or the ENTER button or the START button on the panel.
4. The WAVE track starts playback and its LED flashes.
5. Press the MP3 button.
6. Select one MP3 file from the list.

7. Press the START button (USER 5). Press the START button on the panel, the WAVE track stops and you must press START again in order to start playback the MP3 track.
8. The MP3 track starts playback and its LED flashes. The WAVE track stops and its LED turns off.
9. Instead, if you press the ENTER button, the MP3 track will start playback while the WAVE track is playing. The LED of the MP3 track flashes while the LED of the WAVE track lights steadily.
   In this case, you should lower manually the volume fader of the WAVE track and raise the volume fader of the MP3 track in order to make a sort of manual crossfade between the two tracks.

MIX two WAVE files

1. Press the WAVE button.
2. Select an audio file from the WAVE folder.
3. Press the ENTER button to start playback.
4. Select another audio file from the same WAVE folder.
5. Press the ENTER button to start playback.
6. Adjust the fader 1 and fader 2 of the Player in order to mix the two audio files (TRACK 1 and TRACK 2 in blue colour on the panel).

CROSSFADE

If you want to execute an automatic crossfade between the two tracks while playing, press the CROSSFADE button on the panel and follow the procedure below.

CROSSFADE between WAVE and MP3 files

1. Press the WAVE button.
2. Select an audio file from the WAVE folder (Figure 24).
3. Press the START button (USER 5) or the ENTER button or the START button on the panel.
4. The WAVE track starts playback and its LED flashes.
5. Press the MP3 button.
6. Select an MP3 file from the list (Figure 25).
7. Press the ENTER button.
8. The CROSSFADE button flashes while crossfading the two tracks, accordingly to the CROSSFADE settings (see MENU > KEYBOARD CONTROL > UTILITY > NEXT PAGE) (Figure 26).
9. The volume of the WAVE track decreases while the MP3 track volume increases up to the level set by its fader. Both LEDs of the tracks will flash during the CROSSFADE. When the CROSSFADE is finished, the LED of the WAVE track lights steadily while the LED of the MP3 track flashes.
10. Note that you can apply the same procedure to any other tracks.

NOTE

If you want to create a MIX using all the five tracks, just press the ENTER button when you select the files. Be sure that the CROSSFADE LED is off. For example:

1. ***Press the WAVE button, select a file from the WAVE folder and press ENTER.***
2. ***Press the DJ LOOP button, select a file from the WAVE folder and press ENTER.***
3. ***Press the MP3 button, select a file from the folder MP3 and press ENTER.***
4. ***Press the SFX button, select a file from the folder SFX and press ENTER.***
5. ***Press the MIDI button, select a file from the folder MIDIFILE and press ENTER.***

In this way, all the tracks will be playing simultaneously, and you will be able to adjust the volume of each track by moving the corresponding fader, acting like a Dj player.

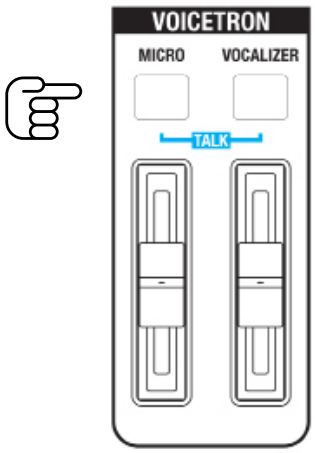
Figure 24

Figure 25

Figure 26

Voicetron

The Voicetron section has one volume fader for MICRO and one volume fader for VOCALIZER, both with on/off LED button. Once you connect a microphone to the MICRO 1 connector and/or MICRO 2 connector, you can access to a wide range of options for the voice processing.



■ MICRO

The MICRO button enables both MICRO 1 and MICRO 2 inputs. Connect one or two dynamic microphones to the connectors on the rear panel and adjust the gain level by using the GAIN 1 and GAIN 2 small knobs on rear panel.

■ VOCALIZER

The VOCALIZER button enables the multi-processor effects for harmonization and automatic pitch control only on MICRO 1 input.

■ Setting a vocal effect

1. Press the MICRO button.
2. The screen where to choose the MICRO PRESETS will appear (Figure 27).
3. Press the F1-F10 buttons to set one of the MICRO PRESETS, that is an effect for the microphone connected to MICRO 1 and/or MICRO 2 input.
4. Press the CURSOR ◄ ► to scroll the MICRO PRESETS pages.

   By pressing the F1-F10 buttons you can access two pages with ten MICRO PRESETS each:

PAGE 1	PAGE 2
F1 - DRY	F1 - GIRL
F2 - REVERB SMALL	F2 - BABY
F3 - REVERB MEDIUM	F3 - VIBRATO
F4 - REVERB LARGE	F4 - PHONE
F5 - REVERB GATED	F5 - ANGEL
F6 - BOOST	F6 - MICRO_01
F7 - ECHO REVERB	F7 - MICRO_02
F8 - ECHO REVERB TAP	F8 - MICRO_03
F9 - CORRECTION	F9 - MICRO_04
F10 - BEAR	F10 - MICRO_05

Figure 27

■ Setting a VOCALIZER effect

5. Press the VOCALIZER button.
6. The screen where to choose the VOICETRON PRESETS will appear (Figure 28a).
7. Press the F1-F10 buttons to set one of the VOICETRON PRESETS, that is an effect for the microphone connected to MICRO 1 input.
8. Press the CURSOR ◄ ► to scroll the pages of VOICETRON PRESETS.

   By pressing the F1-F10 buttons you can access two pages with ten VOICETRON PRESETS each:

PAGE 1	PAGE 2
F1 - VOCALIZER	F1 - USER 1
F2 - AUTOTUNE VOCAL	F2 - USER 2
F3 - BLUEGRASS DUET	F3 - USER 3
F4 - COUNTRY DUET	F4 - USER 4
F5 - CHAINED DUET	F5 - USER 5
F6 - STANDARD TRIO	F6 - USER 6
F7 - STANDARD TRIO 2	F7 - USER 7
F8 - CHAINED TRIO	F8 - USER 8
F9 - STAND. QUARTET	F9 - USER 9
F10 - JAZZ QUARTET	F10 - USER 10

■ Editing a VOCALIZER effect

1. Select a VOCALIZER effect.
2. By pressing the EDIT button, a screen like the Figure 28b will appear. Press the F1-F10 buttons to access the parameter settings of the VOCALIZER:
   F1 - DUET: duet effects (two voices).
   F2 - TRIO: trio effects (three voices).
   F3 - QUARTET: quartet effects (four voices).
   F4 - QUINTET: quintet effects (five voices).
   F5 - FIXED INTERV.: fixed interval effects.
   F6 - VOCODER: vocoder parameters.
   F7 - VOICES EDIT: parameters of the voice (up to five voices) Volume, Pan, Formant, Detune, Cutoff, Resonance.
   F8 - EQUALIZER: 10 bands graphic equalizer.
   F9 - EFFECTS: parameters of the effects.

Figure 28a

Figure 28b

F10 - VOCAL TO ARR.: the vocalizer effect changes accordingly to the Arranger parts. For example, you can set a DUET effect for the START, a TRIO effect for the A variation of the Arranger, a VOCODER effect for the B variation of the Arranger and so on.

Master

The Master fader is located at right of the Voicetron section and adjusts the global volume of the instrument. It features a FADE function which enables an automatic fade-out during playback, that is a gradual smooth volume reduction to zero.

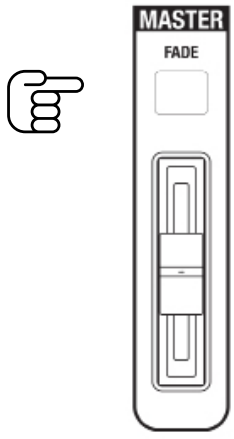


Figure 29

■ FADE

By pressing the FADE button, the LED flashes and the volume will be reduced gradually, accordingly to the CROSSFADE settings. Please see MENU > KEYBOARD CONTROL > UTILITY > NEXT PAGE (Figure 29). Once the fade-out is over, the LED of the FADE button turns off. Note that the fade-out does not apply to the microphone output. In this way, you will be able to talk/sing during the fade-out.

Style View

By pressing the STYLE VIEW button on the PLAY CONTROL section you access the screen with the ten “parts” of the style currently selected. By pressing the F1-F10 buttons you select the part of the style, respectively:

- F1 - DRUM 1
- F2 - GROOVE (DRUM 2)
- F3 - BASS
- F4 - LOW 1 (LOWER 1)
- F5 - LOW 2 (LOWER 2)
- F6 - CH 1 (CHORD 1)
- F7 - CH 2 (CHORD 2)
- F8 - CH 3 (CHORD 3)
- F9 - CH 4 (CHORD 4)
- F10 - CH 5 (CHORD 5)
- The four USER 1-4 buttons below the display will show the corresponding edit page: VOICE, EFFECT, PAN, MUTE.

■ VOICE

By selecting VOICE (default selection), you can set one voice for each part of the style by using the DATA/VALUE wheel.
Use the CURSOR ◄ ► to increase/decrease the volume of each part from 0 to 63.
Use the OCTAVE +/- buttons to transpose the octave of the LOW 1 and LOW 2 parts in the range of +/- 48 semitones in 12 semitones steps (Figure 30).

■ EFFECT

By selecting EFFECT, you can choose the type and the amount of effect for each part (Figure 31). The multi effect engine allows up to four effects simultaneously.
Use the F1 button to select the effects routing, while the F2-F3-F4-F5 buttons allow the selection of the effect types, by using the DATA/VALUE wheel or the CURSOR ◄ ►. The F7... F10 buttons set the amount of each effect send.

■ PAN

By selecting PAN, you can edit the stereo panorama of each part of the style (Figure 32) by using the CURSOR ◄ ►.

■ MUTE

By selecting MUTE, you can mute the parts of the style switching the F1-F10 buttons. The muted parts appear with an asterisk (Figure 33).

Figure 30

Figure 31

Figure 32

Figure 33

NOTE

The USER 5 button corresponds to SINGLE/GLOBAL function and allows to make changes to the single style or to all styles.

Style View (Audio Style Modeling)

By pressing the STYLE VIEW button, you access the screen with of the ten parts of the style currently selected. If you press twice some function buttons, you will switch the audio parts on, and more precisely:

F1 - Audio Drum
F2 - Groove Bank
F3 - Bass Bank
F9 - Arp & Lick
F10 - Live Guitar

The audio parts (grooves) allow to insert live recordings of real instruments in any style.

To select the audio groove, you can use the DATA/VALUE wheel or the numeric keypad in the STYLE section. Digit the number corresponding to the lists on page 56 and the next.

■ Selecting an audio groove for drum part

1. While the style is stopped, press the STYLE VIEW button.
2. Press the F1 button.
3. “Wait please...” will appear briefly, while reading the grooves from the disk. The drum part now appears as “Audio Drum”.
4. Turn the DATA/VALUE wheel to scroll all the available grooves or digit the number of the groove on the numeric keypad. For example, digit 201 to select the groove named “16 BEAT6_72” (Figure 34).
5. Start the style by pressing the START button on the panel.
6. Stop the style if you want to change the audio groove.
7. Repeat from step 4.

■ Selecting other audio grooves

8. While the style is stopped, press the STYLE VIEW button.
9. Press one of the F2, F3, F9 and F10 buttons.
10. “Wait please...” will appear briefly, while reading the grooves from the disk. The parts now appear in this way:
    - Groove Bank (F2)
    - Bass Bank (F3)
    - Arp&Lick (F9)
    - Live Guitar (F10)
11. Turn the DATA/VALUE wheel for each audio part to scroll all the available grooves or digit the number of the groove directly from the keypad (see groove lists on page 58 and the next).

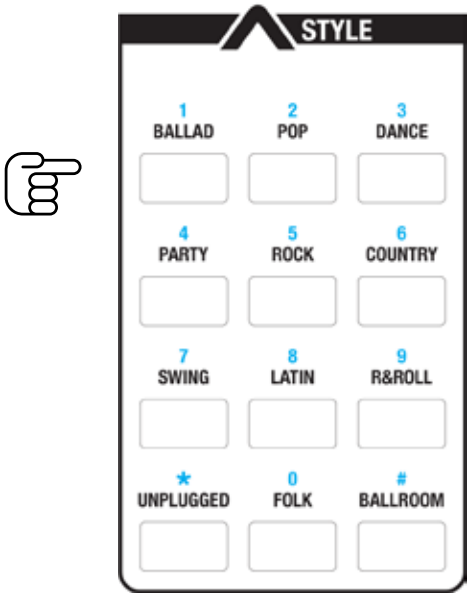


Figure 34

NOTE

If you want to save the edited style on the current position, press the SAVE button of the panel. The changes can be done also for the styles with audio groove.

GM Part Mixer

By pressing the GM PART MIXER button in the PLAY CONTROL section you access the screen with the parts of the MIDI file currently playing (Figure 35). By pressing the F1-F10 buttons you can set all the parameters of the MIDI file, that is:

- F1 - VOLUME
- F2 - REVERB
- F3 - CHORUS
- F4 - PAN
- F5 - MUTE
- F6 - SHIFT (+/- 36 semitones transposition)
- F7 - CHAN TX ON/OFF
- F8 - CHAN RX ON/OFF
- F9 - MODE (VOICE, VOCAL, DRUM)
- F10 - SOLO
- The USER 1-5 buttons will show the corresponding edit pages: GM PARTS, FILT. TX/RX, FILT. TO ALL, 16 PARTS and UTILITY.

Figure 35

■ **GM PARTS**
By selecting GM PARTS (F1 - default selection), you can set the parameters by using the F1-F10 buttons and the DATA/VALUE wheel.
Use the CURSOR ◄ ► to change the GM part, that is the track of the MIDI file currently playing.
The F5 and F10 buttons toggle MUTE and SOLO on/off, respectively.
You can change the voice (Program Change) for each part, by using the DATA/VALUE when no F1-F10 button is selected. To deselect one F1-F10 button, just press the same button again.
Usually the melody is on the MIDI channel 4, and you can set the type of VOCALIZER effect by turning the DATA/VALUE wheel.

■ **FILT. TX/RX**
By selecting FILT. TX you access the screen where to filter the MIDI transmitted data (Figure 36). By pressing the button again you access the screen to filter the MIDI received data.

Figure 36

■ **FILT. TO ALL**
By selecting FILT. TO ALL, you set the filter on all (ALL) or on a single MIDI file (SINGLE).

■ **16 PARTS**
By selecting 16 PARTS, you access the screen where the 16 parts are displayed, divided in two pages of 8 each (Figure 37). Here you can change all the parameters of the tracks by using the F1-F10 buttons and the DATA/VALUE wheel. To change track, press repeatedly on the F1-F4 buttons or F6-F9 buttons. The F5 and F10 buttons will MUTE and/or SOLO the selected part, respectively.

Figure 37

■ **UTILITY**

By selecting UTILITY, you access the screen of MIDI utilities (Figure 38). By pressing directly the F1-F10 buttons you can set the following parameters:

- F1 - SOFT-THRU: enables MIDI Thru.
- F2 - MIDI CLOCK IN: enables the MIDI clock reception.
- F3 - MIDI CLOCK OUT: enables MIDI clock transmission.
- F4 - LOCAL: enables the Local On/Off function. On Local Off the keyboard will not play.
- F5 - MIDI PORT IN GM: enables the MIDI IN 1 or 2 port to receive General MIDI data.
- F6 - USB MIDI OUT: enables the MIDI transmission through the USB port.
- F7 - GM2 MODE: enables the General MIDI 2 mode.
- F8 - GLOBAL GM TX: enables the General MIDI transmission.
- F9 - MIDI IN SEND TO: enables the data transmission from the MIDI IN port to the MIDI out 1 or MIDI 2 port.

Figure 38

NOTE

If you set USB MIDI OUT to ON, a driver for the MIDI data from and to a computer connected via USB will be automatically installed.

Drum Mixer

By pressing the DRUM MIXER button in the PLAY CONTROL section you access the screen of the ten percussive instruments of the drum (Figure 39). By pressing the F1-F10 buttons you select the corresponding percussive part:

- F1 - KICK
- F2 - SNARE
- F3 - HI-HAT
- F4 - CYMBAL
- F5 - TOM
- F6 - RIMSHOT
- F7 - LATIN1: group of Latin percussions 1
- F8 - LATIN2: group of Latin percussions 2
- F9 - LATIN3: group of Latin percussions 3
- F10 - CLAP/FX: hand claps and effects
- The four USER 1-4 buttons will show the corresponding edit pages:
  VOLUME, REVERB, PAN POT, DRUM REMAP.
  By using the F1-F10 you can mute the single percussive parts of the drum if none of the percussive item is selected. To deselect an item, press the corresponding button (Figure 40).

Figure 39

Figure 40

- **VOLUME**
  By selecting VOLUME, you can set the volumes of each single percussive part of the drum, by using the F1-F10 buttons and the DATA/VALUE wheel or the CURSOR ◄ ►. The available range is 0 to 15 (Figure 41).
- **REVERB**
  By selecting REVERB, you can set the reverb send of each single percussive part of the drum, by using the F1-F10 buttons and the DATA/VALUE wheel or the CURSOR ◄ ►. The available range is 0 to 15 .
- **PAN POT**
  By selecting PAN POT, you can set the stereo panorama of each percussive part of the drum, by using the F1-F10 buttons and the DATA/VALUE wheel or the CURSOR ◄ ►. The available range is 64L to 0 to 63R (left, central, right) (Figure 42).
- **DRUM REMAP**
  By selecting DRUM REMAP, you access the screen where to set a custom map of the percussive parts of the drum. By using the F1-F10 buttons you select the percussive voice. Then, you assign the voice to each note of the keyboard. By using the DATA/VALUE wheel or the CURSOR ◄ ► you select the sound of drum from those available (Figure 43).

Figure 41

Figure 42

Figure 43

Drum Set

By pressing the DRUM SET button in the PLAY CONTROL section you access the screen where to select one of the available 53 DRUM SETS plus 20 user sets (Figure 44). By pressing the F1-F10 buttons you select the DRUM SET, while the CURSOR ◄ ► or the BACK and FORWARD buttons below the display allow to access the various pages of the DRUM SET.
The USER 1-5 buttons will show the corresponding edit pages: INTERNAL, USER, INS, FUNCTION, FULL RANGE

Figure 44

- **INTERNAL**
  By selecting INTERNAL (default selection), you can set the DRUM SET among the internal sets.

- **USER**
  By selecting USER, you access the screen where to select/edit the DRUM SET created by the user (Figure 45).
- **INS**
  By selecting INS you can assign the voices to F1-F10 buttons. By using the CURSOR ◄ ► or the DATA/VALUE wheel you can scroll all the ten pages of the DRUM SET.
- **FUNCTION**
  By selecting FUNCTION, you access the screen where to set the button SHIFT function which shift the DRUM SET in the range of +/- 24 semitones (in 12 semitones steps) (Figure 46).
- **FULL RANGE**
  By selecting FULL RANGE, you can put the DRUM SET on the entire keyboard or on the left split (SPLITTED).

Figure 45

Figure 46

Drawbars

By pressing the DRAWBARS button in the VOICE section you enable the drawbars mode. How to select the different organ types, see on page 16. If you want to create your own organ Drawbars, press the EDIT button on the panel to access the editing screen (Figure 47). The F1-F10 buttons allow the selection of the following parameters:

- F1 - PERCUSS. ON/OFF: enables/disables the “percussion” effect.
- F2 - HARMON. 2nd/3rd: adds even or odd harmonics to the sound.
- F3 - DECAY: decay value (0 - 7).
- F4 - VOLUME: volume value (0 - 63).
- F5 - CLICK: volume of the “click” (0 - 63).
- F6 - SUSTAIN: sustain value (0 - 16).
- F7 - BS BOOST: bass boost value (0 - 63).
- F8 - REVERB: reverb amount (0 - 63)
- F9 - CHORUS: chorus amount (0 - 63)
- F10 - OVERDR.: overdrive amount (0 to 63).

The USER 5 button shows SAVE on the display, by which you can store the DRAWBARS setting in the same position of the current selected organ.

Figure 47

Supersolo

By pressing the SUPERSOLO button in the VOICE section you access the screen where to select the SUPERSOLO voices, described on page 15. By pressing the EDIT button you can access the edit screen of the SUPERSOLO voices (Figure 48). By using the F1-F10 buttons you can execute the following functions:

- F1 - CLEAR&LOAD: clears the current memory and loads the selected SUPERSOLO voice(s).
- F2 - CLEAR SELECT.: clears the memory only for the currently selected SUPERSOLO voice(s).
- F6 - CLEAR ALL: clears the memory of all the SUPERSOLO voices.
- F7 - SAVE SELECT.: stores the currently selected voices in one file.
- F8 - AUTO LOAD OFF: enables/disables the automatic loading into memory.

Figure 48

Storing a SUPERSOLO block

After selecting of one or more SUPERSOLO voices, you can press the F7 button and digit the name of the block inside the text box that appears in the lower part of the display (Figure 49). In the example, the file name of the block is “MY_SUPERSOLO”. You can give a name by inputting the letters directly from the keyboard.

Figure 49

Loading a SUPERSOLO block

After storing the block, you will find it in the list as “MY_SUPERSOLO.RBK” file. Just press the ENTER button to load the SUPERSOLO block. In one click, one or more SPERSOLO voices will be loaded in memory (Figure 50).

Figure 50

NOTE

While loading the SUPERSOLO voices, if there is not enough room in memory, a warning message will appear inviting to free one or more memory locations of SUPERSOLO voices, by using the F2 button (CLEAR SELECT) or the F6 button (CLEAR ALL).

Voice List

By pressing the VOICE LIST button in the VOICE section, the screen of the custom voices will appear. For each of the 16 VOICES (the first two rows) you can access the VOICE LIST button with 20 memory locations each. In this way, you can customize your favourite voice lists to be used for each voice family.

■ Storing a VOICE LIST

1. Select one voice by pressing any keys in the VOICE section. For example, “EL. PIANO”.
2. Press the VOICE LIST button. A screen like Figure 51 will appear, showing the first ten memory locations.
3. Press the CURSOR ► to jump to the second page and see the next ten EMPTY VOICE locations (Figure 52).
4. By using the F1-F10 buttons, select an empty memory location (even occupied, if you want to replace the voice in that location later).
5. Press the EDIT button. The VOICE LIST button flashes.
6. Select any keys in the VOICE section. For example, “EL. PIANO”, if you want to stay in the same family, but you can choose any other family, of course.
7. By using the F1-F10 buttons and the CURSOR ◄ ► for page selection, select any voice. For example, “E_POP” on the second page of “EL. PIANO” (Figure 53).
8. Press the ENTER button to confirm the selection.
9. If you want, choose further voices following the same procedure from step 5 to step 7, changing each time the memory location by using the F1-F10 buttons and the CURSOR ◄ ►, until you finish your favourite VOICE LIST (Figure 54).
10. Press SAVE, corresponding to the USER 5 button, or press the SAVE button on the panel to store the custom VOICE LIST.
11. Press the EDIT button to exit edit mode. The VOICE LIST button will stop flashing.
12. At this point, if you press the VOICE LIST button, you will display your custom list for each family of the VOICE section.

Figure 51

Figure 52

Figure 53

Figure 54

Double, Harmony, button Tunes

Double, Harmony

By pressing the DOUBLE button in the VOICE section, you can activate the function to double the octave of the voice for the right hand.

By pressing the HARMONY button in the VOICE section, you can enable the function to harmonize the voice for the right hand. Two pages with 10 options each are available (Figure 55). By using the F1-F10 buttons, you can access the following harmonizations:

PAGE 1	PAGE 2
F1 - FULL1	F1 - DOWN1
F2 - FULL2	F2 - UP1
F3 - JAZZ1	F3 - DOWN2
F4 - JAZZ2	F4 - UP2
F5 - 2 HANDS	F5 - 3RD DOWN
F6 - FOLK1	F6 - 6TH UP
F7 - FOLK2	F7 - BLUEGRASS DOWN
F8 - TRILL*	F8 - BUEGRASS UP
F9 - REPEAT*	F9 - COUNTRY UP
F10 - ECHO*	F10 - COUNTRY DOWN

Figure 55

The types of HARMONY marked by an asterisk on the table above, are special effects of trill, repetition and echo. You can access the speed parameter (SPEED) for these special effects by pressing repeatedly the USER 2 button below the display. The available SPEED values are: 6, 8, 12 and 24.

Key Tunes

By pressing the KEY TUNES button in the VOICE section, you can assign a song to each key of the keyboard. You can freely assign any song of the WAVE folder to any key of the keyboard.

■ Creating a KEY TUNE

1. Press the KEY TUNES button. A screen showing “KEY_TUNE_DEMO” will appear (Figure 56), that is a demonstration file to understand KEY TUNES features.
2. Press the USER 3 button (CREATE) in order to create a new KEY TUNE.
3. Select a song from the WAVE folder, by using the DATA/VALUE wheel or the CURSOR ▲ ▼.
4. Press the ENTER button to select the song.
5. The song will be automatically assigned to the C3 key of the keyboard.
6. Select another song and press the ENTER button.
7. The song will be automatically assigned to the C#3 key of the keyboard.
8. Continue assigning all the songs that you want to any key of the keyboard (Figure 57).
9. Press the USER 5 button (SAVE), to store the KEY TUNE.
10. Digit a name on the dialogue box by using the keys on the keyboard. The example shows “MY_TUNE”.
11. Press SAVE again.
12. At this point, the KEY TUNE file named

Figure 56

Figure 57

"MY_TUNE" will appear on the screen (Figure 58).

13. To remove a song from a KEY TUNE, press the USER 3 button (REMOVE) below the display.

■ KEY TUNE parameters

When you create a KEY TUNE from scratch or edit a previous one, you can set the following parameters, by using the F1-F10 buttons.

- F3 - START: the start note of the trigger interval (e.g. C3). You can set this, by pressing directly any keys on the keyboard.
- F4 - END: the end note of the trigger interval (e.g. F3). You can set this, by pressing directly any keys on the keyboard.
- F5 - INC/DEC: you can set the automatic insertion of the trigger interval by increasing/decreasing the note automatically. For example, if you begin from C3 and INC is set, the next song is assigned to C#3. If DEC is set, it the next song will be assigned to B2.
- F6 - VOL: sets the output volume of the song in the range 0-127.
- F7 - LOOP ON/OFF: sets the loop on/off.
- F8 - HOLD ON/OFF: sets the hold on/off, that means that the song continues playing after releasing the key, otherwise the song stops.

Figure 58

- F9 - DIN: sets dynamic response of the keyboard, that is, the harder you play, the louder the volume of the song.
- F10 - SINGLE/GLOBAL EDIT: sets the changes for a single KEY TUNE or all.

NOTE

By pressing USER 1 (CLEAR ALL) you will clear all the songs from the current KEY TUNE.

Play List

By pressing the PLAY LIST button you can access the Play Lists stored on the hard disk. In order to create a Play List, follow the procedure below.

■ Creating a PLAY LIST

1. Press the PLAY LIST button. A screen like Figure 59 will appear showing a PLAY LIST demo.
2. Select PLAY LIST DEMO by pressing CURSOR ▼ and press the EDIT button.
3. Press the CREATE button.
4. Press one of the F1-F10 buttons. For example, F1.
5. Press the WAVE button (or MP3, SFX, MIDI) to select a song or a MIDI file, and press ENTER. The selected song/MIDI file will be assigned to the F1 button.
6. Press the F2 button and select another song/MIDI file and press ENTER. The song will be assigned to the F2 button.
7. Do the same for any other F1-F10 button (Figure 60).
8. When finished, press the USER 5 button (SAVE).
9. Give a name to the PLAY LIST and press SAVE again.

Figure 59

Figure 60

NOTE

By pressing the A.PLAY ON/OFF button (USER 5) you can enable/disable the automatic playback of the songs currently in the Play List.

Program

Audya allows to create/modify PROGRAMS for any voice in the VOICE section. Just select a VOICE and press the EDIT button.

■ Creating a PROGRAM

1. Select a voice from the VOICE section. For example, “GRAND PIANO”.
2. In Figure 61 the first EDIT page is visible, corresponding to the USER 1 button, where you can tweak all the VOICE EDIT parameters.
   By using the F1-F10 buttons you can select the parameters described below.
   Note that the selected values can be edited by using the DATA/VALUE wheel or the CURSOR ◄ ►. To jump from one parameter to another, press repeatedly the function button or the corresponding button on the opposite side. For example, press repeatedly F1 or F6 to jump from one VOICE to the other.

- F1/F6 - VOICES: you can assign up to three voices to the same VOICE.
- F2/F7 - VOLUME: you can adjust the individual volume of the three voices.
- F3/F8 - SHIFT: you can adjust the pitch of each voice in the range of +/- 24 semitones.
- F4/F9 - TUNE: you can tune +/- 100 cents the pitch of each voice (values from -63 to +64).
- F5/F10 - PAN: you can adjust the stereo panorama from right (63R) to left (64L) of each voice.

3. Press the USER 1 button again in order to access the screen like Figure 62 where are all the parameters of PROGR. EDIT of the selected voice. By using the F1-F10 buttons you can select the parameters below.
   Note that the selected values can be edited by using the DATA/VALUE wheel or the CURSOR ◄ ►.

- F1... F5 ATTACK, DECAY, SUSTAIN, RELEASE LEVEL: you can modify the attack time, decay time, sustain level, release time of each voice.
- F6 and F7 - RESONANCE CUTOFF: you can modify the resonance level and the cutoff frequency of each voice.
- F8 and F9 - DCA/DCF OFFSET: you can modify the DCA and DCF envelopes.

Figure 61

Figure 62

Figure 63

- F10 - LFO: you can modify the LFO parameters (Low Frequency Oscillator). By pressing the F1 button a further page with the LFO parameters will open (Figure 63), showing the following:
  F1 - VIBRATO RATE
  F2 - VIBRATO DEPTH
  F3 - VIBRATO DELAY
  F6 - LFO RATE
  F7 - LFO TVF (LFO amount on the filter)
  F8 - LFO TVA (LFO amount on the amplifier)

NOTE

You can also assign one DRAWBARS voice (only the third VOICE) in any PROGRAM. Select the third VOICE (F1 or F6 buttons) and press the DRAWBARS button in order to select an organ voice from the screen.

4. Press the USER 2 button to open a screen like Figure 64 where the parameters for the 2ND VOICE are shown. By using the F1-F10 buttons you access all the available parameters.
Note that the selected values can be edited by using the DATA/VALUE wheel or the CURSOR ◄ ►.

- F1 - 2ND VOICE: you can assign one voice choosing from those available.
- F2 - VOLUME: adjusts the volume.
- F3 - OCTAVE: +/- 3 octaves.
- F4 - TUNE: you can tune +/- 100 cents the pitch (values from -63 to + 64).
- F5 - REVERB: adjusts the reverb effect send.
- F6 - EFFECT ASSIGN: assigns a second effect.
- F7 - EFFECT SEND: adjusts the second effect send.
- F8 - SUSTAIN: enables/disables the SUSTAIN pedal for the second voice.
- F9 - SPLIT: sets the note of right split for the second voice.
- F10 - CONTROLS: opens a page with the following controls:
  F1 - PORTAMENTO ON/OFF
  F2 - AFTERTOUCH ON/OFF
  F3 - PITCH BEND ON/OFF
  F4 - MODULATION ON/OFF
  F5 - EXPRESSION ON/OFF

5. Press the USER 3 button to open a screen like Figure 65 where all the parameters for EFF. MODE are shown. It's for the selection of the effect mode for each PROGRAM.
Note that the selected values can be edited by using the DATA/VALUE wheel or the CURSOR ◄ ►.

- F1/F6 - VOICES: you can assign up to three voices to the same VOICE.
- F2/F7 - REV TYPE: you can assign one reverb type among those available.
- F3/F8 - EFF. ASSIGN: you can assign up to three effects.
- F4/F9 - EFF TYPE: you can select up to three effects.
- F5/F10 - ROTOR/SUST. PEDAL TO ROTOR: enables/disables the ROTOR effect and the switch by using the Sustain pedal.

Figure 64

Figure 65

Figure 66

6. Press the USER 4 button to open a screen like Figure 66 where to adjust the parameters for EFF. SEND, that is the effect sends.
Note that the selected values can be edited by using the DATA/VALUE wheel or the CURSOR ◄ ►. To jump from one parameter to another, press repeatedly the function button or the corresponding button on the opposite side.

- F1/F6 - VOICES: you can assign up to three voices to the same VOICE.
- F2/F7 - REVERB: adjusts the reverb send.
- F3/F8 - CHORUS: adjusts the chorus send.
- F4/F9 - ECHO: adjusts the echo send.
- F5/F10 - DISTORTION: adjusts the distortion send.

7. Press the USER 5 button to open a screen like Figure 67 showing the CONTROL 1 page. You can access the parameters by using the F1-F10 buttons.
   Note that the selected values can be edited by using the DATA/VALUE wheel or the CURSOR ◄ ►. To jump from one parameter to another, press repeatedly the function button or the corresponding button on the opposite side.

- F1/F6 - VOICES: you can assign up to three voices to the same VOICE.
- F2/F7 - RANGE: you can set the split point for the three voices. You can set them automatically by pressing a button on the keyboard.
- F3/F8 - VELOCITY: you can set the dynamic response of the three selected voices (values from 0 to 127).
- F4/F9 - SUSTAIN: enables/disables the Sustain pedal for each voice.
- F5/F10 - EXPR: enables/disables the expression control for each voice.

From CONTROL 1 page you can jump to the CONTROL 2 page (Figure 68), by pressing the USER 5 button. The available parameters are the following.

- F1/F6 - VOICES: you can assign up to three voices to the same VOICE.
- F2/F7 - PORT/MONO: you can set the tempo of the PORTAMENTO. The portamento can be set to LEGATO or POLY: in the first case the portamento acts on the voices played together.
- F3/F8 - MORPHING: sets the morphing mode. The morphing function is a special transformation from one sound into another by moving the Modulation Wheel, accordingly to the NORMAL, FIRST and SECOND parameters set for parameter.
- F4/F9 - MODES/HARMONY: sets the harmonization/morphing mode.
- F5 - SPLIT -12 (ON/OFF): enables/disables the SPLIT function of -12 semitones. It means that, when the SPLIT is set, the RIGHT part plays one octave below, and when PIANIST is set, the octave is normal.
- F10 - AFTER/WHEELS: opens a further screen to set all the Aftertouch and Modulation Wheel parameters (Figure 69). You can modify the following parameters:
  F1/F10 - VOICES: you can assign up to three voices to the same VOICE.
  F2/F7 - AFTERT.: you can assign an Aftertouch control to each voice.
  F3/F8 - MOD/WHA: you can assign one Modulation Wheel control to each voice.

Figure 67

Figure 68

Figure 69

F4/F9 - BEND: you can assign a Bend control (Pitch Bend wheel) to each voice.

■ Storing a PROGRAM

Once finished, you can store the PROGRAM by using the SAVE button. A screen like Figure 70 will appear.

1. Digit a name in the text box by typing the characters directly from the keyboard.
2. Press the USER 4 or USER 5 button (SAVE TO DISK or SAVE) to store the PROGRAM on the disk.
3. Press the USER 2 button (COPYTOPRES) to save the PROGRAM as PRESET in the current position.

Figure 70

Registration

By pressing the REGISTRATION button, you access the so called REGISTRATIONS. A REGISTRATION is a full panel configuration or a bunch of configurations stored in the disk as SINGLE or BLOCK REGISTRATION.

■ Creating a SINGLE REGISTRATION

1. Press the REGISTRATION button to open a screen like Figure 71.
   Some demo REGISTRATION files will appear.
2. If not selected, press the USER 5 button in order to select the SINGLE option.
3. Press the SAVE button to give a name to the REGISTRATION. Digit a name in the text box by inputting the characters directly from the keyboard.
4. If you want to enable/disable one or more sections, press the USER 1 button (SECTION OFF). You can enable the sections (SECTION ON), by pressing the F1-F10 buttons, as shown in Figure 72. You can enable/disable the following sections:
   F1 - AUTOPLAY: enables/disables the autoplay function of the Player.
   F2 - PLAYER: remembers the current folder of the Player.
   F3 - PLAYLIST: enables the active Play List when you save the registration.
   F4 - TEXT: stores the active text.
   F5 - STYLE: stores the style.
   F6 - TEMPO: stores the tempo.
   F7 - ARRANGER VARIATION: stores the variation of the Arranger A, B, C, D
   F8 - ARRANGER MODES: stores the Arranger settings.
   F9 - RIGHT/LEFT: stores the right hand and left hand settings.
   F10 - SLIDERS: stores the slider settings.
5. Once the REGISTRATION is saved, you can recall it from the list, by using the CURSOR ▲ ▼ or the DATA/VALUE wheel and by pressing the ENTER button (Figure 73).

Figure 71

Figure 72

Figure 73

NOTE

To recall one SINGLE or REGISTRATION BLOCK you can use also the numeric keypad, with the NUMERIC option set to ON (USER 3 button).

The REGISTRATION BLOCK is a bunch of twenty SINGLE REGISTRATIONS or direct functions that can be quickly recalled.

■ Creating a REGISTRATION BLOCK

1. Press the REGISTRATION button to open the corresponding screen. If not selected, press the USER 4 button to select BLOCK. If there is no file, an empty screen and “EMPTY FOLDER” will appear (Figure 74).
2. Press the EDIT button.
3. Press the USER 1 button (CREATE).
4. The display will show all the SINGLE REGISTRATIONS (Figure 75).
5. By using the F1-F10 buttons, select to which button you want to assign the SINGLE REGISTRATION.
6. Select the SINGLE REGISTRATION by using the DATA/VALUE wheel or the CURSOR ▲ ▼.
7. Press the ENTER button in order to confirm the SINGLE REGISTRATION assigned to any F1-F10 button.
8. Repeat the operation for each F1-F10 button.
9. To jump to the second page, press the BACK or FORWARD buttons below the display.
10. If you want to replace or delete one SINGLE REGISTRATION, select it by using the F1-F10 buttons and press the USER 2 button (REPLACE) or USER 3 button (DELETE), respectively, and then the ENTER button.
11. Press the SAVE button and give a name to the REGISTRATION BLOCK. Digit a name in the text box by inputting the characters directly from the keyboard.
12. Once the REGISTRATION BLOCK is saved, you can recall it from the list by using the CURSOR ▲ ▼ or the DATA/VALUE wheel and by pressing the ENTER button (Figure 76).
13. By using the F1-F10 buttons you recall the corresponding SINGLE REGISTRATION. By using USER 1 button you can enable the SINGLE PLAY or MULTI PLAY functions to play the Registration automatically.

■ Creating a fast REGISTRATION BLOCK

1. In addition to SINGLE REGISTRATION you can save Styles, Voices and Player directly. Open the REGISTRATION screen and press USER 4 (BLOCK).
2. Press the EDIT button and the USER 1 button (CREATE).
3. Press any F1-F10 buttons.
4. Select a Style, a voice or a song from the Player and press ENTER.
5. Do the same for any other F1-F10 button (Figure 77).
6. Press the SAVE button and give a name to the REGISTRATION BLOCK.

Figure 74

Figure 75

Figure 76

Figure 77

7. By using the F1-F10 buttons you can recall the corresponding item (Style, Voice or Player).

NOTE

To store a Style directly in a REGISTRATION BLOCK, the NUMERIC option must be set to OFF (USER 3 button).

GM Voice editing

In addition to the VOICES editing, you can modify also some parameters of the GM (General MIDI) voices.

■ Editing a GM voice

1. Select a voice from GM VOICES. For example “El_Piano”.
2. Press the EDIT button.
3. The Figure 78 shows the page with all the parameters of the currently selected GM VOICE. By using the F1-F10 buttons you can select the parameters below.
   The selected values can be modified by using the DATA/VALUE wheel or the CURSOR ◄ ►.

- F1 - RIGHT OCTAVE: adjusts the right hand octave in the range of +/- 2 octaves.
- F1 - LEFT OCTAVE: adjusts the left hand octave in the range of +/- 2 octaves.
- F3 - VIBRATO: enables/disables the vibrato.
- F6 - ROTOR: enables/disables the rotor effect.
- F7 - PORTAMENTO TIME: sets the portamento time.
- F9 - Opens the EFFECTS EDIT page to modify the parameters for all the effects (Figure 79).
  By using the F1-F10 buttons you can select the routing of the effects and their parameters:
  F1 - effects routing
  F2 - REVERB TYPE
  F3 - CHORUS TYPE
  F4 - ECHO TYPE
  F5 - DIST. TYPE (distortion type)
  F6 - REVERB AMOUNT
  F7 - CHORUS AMOUNT
  F8 - ECHO AMOUNT
  F9 - DIST. AMOUNT (distortion amount)
- F10 - Opens the 2ND VOICE EDIT page to modify the parameters of the second voice as shown in Figure 80.
  By using the F1-F10 buttons you can select the routing of the effects and their parameters:
  F1 - 2ND VOICE: selection of the voice.
  F2 - VOLUME: sets the volume.
  F3 - OCTAVE: sets the octave (+/- 2).
  F4 - TUNE: adjusts the pitch (+/- 100 cents).
  F5 - REVERB: adjusts the reverb send.
  F6 - EFFECT ASSIGN: assigns the effect type.
  F7 - EFFECT SEND: adjusts the effect send.
  F8 - SUSTAIN: enables/disables the Sustain.
  F9 - SPLIT: sets the split point.
  F10 - CONTROLS: opens a page (Figure 81) where to set the following parameters (F1-F5 buttons): PORTAMENTO, AFTERTOUCH, PITCH BEND, MODULATION and EXPRESSION.

Figure 78

Figure 79

Figure 80

Figure 81

4. Press the USER 5 button (SAVE) to save the edited GM VOICE in the same location.

NOTE

When you edit a GM VOICE, please note that also the Presets and Programs that use that voice will be modified.

Menu

By using the MENU button you can access the MENU main page (Figure 82) that allows to open several setting pages.

Figure 82

■ MIDI

- Press the F2 button (MIDI) to open the MIDI settings page (Figure 83). By using the F1-F10 buttons you can open the following settings pages:
  F1 - CHANNEL TX: choose the MIDI channel transmission.
  F2 - FILTER PROG.CHANGE TX: sets the filter for Program Change transmission.
  F3 - TRANPOSE TX: sets the transmission of the transposed parts.
  F4 - UTILITY: a bunch of utilities such as:
  SOFT-THRU
  MIDI CLOCK IN/OUT
  LOCAL ON/OFF
  MIDI PORT IN keyboard
  USB MIDI
  GM2 MODE
  GLOBAL buttonB TX.
  F6 - CHANNEL RX: sets the MIDI channel reception.
  F7 - FILTER PROG.CHANGE RX: sets the filter for Program Change reception.
  F8 - TRANSPOSE RX: sets the reception of the transposed parts.

Figure 83

■ DSP

- Press the F3 button (DSP) to open the settings page of the Digital Signal Processor, (Figure 84). By using the F1-F10 buttons you can open the following settings pages:
  F1 - REVERB: sets the reverb (Figure 85 shows the reverb settings).
  F2 - CHORUS: sets the chorus.
  F3 - ECHO-DELAY: sets the echo/delay.
  F4 - DISTORTION: sets the distortion effect.
  F5 - ROTOR: sets the rotor effect (rotary speaker).
  F6 - DRAWBAR OVERDRIVE: sets the organ distortion effect.
  F7 - EQUALIZER: equalizer settings.
  F8 - WAVE EQUALIZER: equalizer settings for the wave file Player.

Figure 84

Figure 85

■ KEYBOARD CONTROL

- Press the F4 button (KEYBOARD CONTROL) to open the settings page for the keyboard (Figure 86). By using the F1-F10 buttons you can open the following settings pages:
  F1 - PITCH/VOL/TRANS: Pitch settings, Pitch Bend, Master Tune, Master Volume, buttonb Only Transpose, Player Transpose Lock and Right Boost Level.
  F2 - MODULATION: Modulation Wheel sensitivity.
  F3 - AFTERTOUCH: Aftertouch parameters.
  F4 - EXPR. PEDAL: expression pedal parameters.
  F5 - ACCORDION: sets the parameters for the accordion.
  F6 - VEL CURVE: sets the dynamic curve response of the keyboard.
  F7 - VEL FILTER: sets dynamic response of the filter.
  F8 - ARABIC: Arabic scale settings.
  F9 - FOOTSWITCH: assigns the functions to the footswitch connected on the rear panel.
  F10 - UTILITY: a bunch of utilities such as:
  SPDIF IN/OUT
  EDIT VALUE RECYCLE
  FAST SONG
  SHOW FILE ICON
  INTELLIGENT TRANSPOSE
  2ND RIGHT TAB
  REMIX LIVE GUITAR
  HEADPHONE TO OUT3&4
  LINE IN.

Figure 86

■ OUTPUT ASSIGN

- Press the F5 button (OUTPUT ASSIGN) to open the page of the main and separate outputs (Figure 87). By using the F1-F10 buttons you can change the settings for Out1&2, Out1&2 Drum and Out3&4 for each section of the keyboard and the Player. Use the CURSOR ▲ ▼ or the DATA/VALUE to select the source and the CURSOR ◄ ► to set the output. These are the destinations:
  Main Stereo
  Main + 3&4
  3&4 Stereo
  1&2 Stereo.
  Press the USER 5 button (SAVE) to store up to five output assignments Presets.

Figure 87

Figure 87

■ METRONOME CLICK

- Press the F6 button (METRONOME CLICK) to open the metronome settings page (Figure 88). By using the F1-F10 buttons you can set the following parameters:
  F1 - LINK MODE: All, Style, MIDI, Wave, MP3.
  F2 - RUN MODE: Free, Start.
  F3 - VOLUME: output volume.
  F4 - OUTPUT: headphones or AUX.
  F5 - TYPE: click noise type.
  F6 - TEMPO: sets the tempo.
  F7 - TIME SIG */.: sets the numerator.
  F8 - TIME SIG ./*: sets the denominator.

Figure 88

■ VIDEO MODE

- Press the F7 button (VIDEO MODE) to open the page for the video settings (Figure 89). By using the F1-F10 buttons you can open the following settings pages:
  F1 - MODE: sets the VGA video output for lyric display (karaoke) or as MIRROR (all that you see in the display is mirrored on a VGA monitor).
  F2 - HOR. START: sets the horizontal start position.
  F3 - HOR. POSITION: horizontal position.
  F4 - VERT. START: sets the vertical start position.
  F5 - VERT. POSITION: vertical position.
  F6 - BACKGROUND: sets the background colour.
  F7 - NORMAL TEXT: sets the normal text colour.
  F8 - HIGHLIGHT FORE: sets the highlighted text fore colour.
  F9 - HIGHLIGHT BACK: sets the highlighted text background colour.
  F10 - Lyric UPPERCASE: sets upper/lower case for lyric text (karaoke).

■ AUDIO RECORDING

- Press the F8 button (AUDIO RECORDING) to open the audio recording page (Figure 90). By using the F1-F10 buttons you can choose the following audio recording modes:
  F1- MP3 RECORDING: MP3 file recording.
  F2- MIDI SYNC RECORDING: audio recording synchronized to a MIDI file.
  F6- AUDIO RECORDING: WAV file recording.

■ Recording a WAV file

1. Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
2. Press the F6 button (WAVE RECORDING) to choose WAV file recording mode.
3. Press the RECORD button.
4. You will be prompted to give a name to the file. Digit the name for the audio file directly from the keyboard (Figure 91). In the example, the file is “AUDIO_01”.
5. Press the USER 5 button (ENTER).
6. Press the F3 button (NORMAL) to set the normal recording or the F4 button (MIXDOWN) to make overdubbing (explained later).
7. Play the keyboard and/or sing on your microphone connected to the MICRO 1 connector (enable the MICRO button in the VOICETRON section).
8. Be sure that the input level is not too high by checking the stereo VU-Meter (Figure 92).
9. Press the USER 5 button (START REC) or the ENTER button to start recording.
10. Press the USER 4 button (STOP REC) to stop recording.
11. A file in the WAVE folder of the disk will be created.

Figure 89

Figure 90

Figure 91

Figure 92

12. Press the START button or the USER 5 button (START) to start playback of the recorded file. To browse and select any recorded audio WAV file, press the WAVE button in the Player section.

■ Recording an MP3 file

1. Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
2. Press the F1 button (MP3 RECORDING) to choose MP3 recording.
3. Follow the same procedure for WAV file recording.
4. The recorded MP3 file will be created in the MP3 folder of the disk. To browse and listen to the recorded MP3 file, press the MP3 button in the Player section.

■ Recording an audio file synchronized to a MIDI file

1. Press the MENU button and the F8 button (AUDIO RECORDING) to open the audio recording environment.
2. Press the F2 button (MIDI SYNC RECORDING) to show the list of MIDI files within the MIDIFILE folder on the disk (Figure 93).
3. Select a MIDI file from the list. In the example, the file is “Cabaret.MID”.
4. Press the ENTER button to start simultaneously the audio recording of the MIDI file (Figure 94).
5. Play the keyboard and/or sing on your microphone connected to the MICRO 1 connector (enable the MICRO button in the VOICETRON section).
6. Press the USER 4 button (STOP REC) to stop recording. If you stop recording before the MIDI file ends, press the START/STOP button on the panel.
7. A wave format file with the same name of the MIDI file plus a progressive numbering and the WAV extension will be created. In the example, the file is “Cabaret_1.wav”. You will find it in the MIDIFILE folder (Figure 95).
8. Also, you can overdub using the same MIDI file and the newly created audio file. Repeat the procedure from step 3 to step 6.
9. After overdubbing, you will find your audio files with progressive numbering, that means “Cabaret_2.wav”, “Cabaret_3.wav” and so on (Figure 96).

■ Overdubbing a WAV file

1. Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
2. Press the F6 button (WAVE RECORDING) and the RECORD button. Give a name to the file by inputting the characters directly from the keyboard.
3. Press the F4 button (MIXDOWN) to set the overdubbing mode.
4. Press the USER 5 button (START REC) to start recording and the STOP button to stop.
5. Repeat MIXDOWN procedure by adding new audio material from the keyboard and/or from the microphone, as you like.

Figure 93

Figure 94

Figure 95

Figure 96

Figure 97

■ MIDI RECORDING

- Press the F9 button (MIDI RECORDING) in the MENU screen. The recording MIDI page will open. By using the F1-F10 buttons you can set the following MIDI recording modes:
  F1- keyboard: sets the recording mode from the keyboard.
  F2 - MIDI PORT IN GM: sets the MIDI data recording mode from the MIDI IN port.

■ Recording a MIDI file using the keyboard

1. Press the MENU button and the F9 button (MIDI RECORDING) to enter the MIDI recording environment.
2. You will be prompted to give a name to the file. Digit the name for the MIDI file, directly from the keyboard (Figure 98). In the example, the file is “MIDI_01”.
3. Press the USER 5 button (ENTER).
4. Press the F1 button (KEYBOARD) to set the recording mode from keyboard.
5. Press the USER 5 button (START REC) or the ENTER button to start the MIDI recording.
6. Play the keyboard and/or start the Arranger.
7. Press the USER 4 button (STOP REC) to stop recording.
8. A file in the MIDIFILE folder of the disk will be created (Figure 99).
9. Press the START button or the USER 5 button (START) to start playback of the recorded MIDI file. To browse and listen the recorded MIDI file, press the MIDI button in the Player section.

■ Recording a MIDI file from the MIDI IN port

1. Press the MENU button and the F9 button (MIDI RECORDING) to enter the MIDI recording environment.
2. You will be prompted to give a name to the file. Digit the name for the MIDI file, directly from the keyboard.
3. Press the F2 button (MIDI PORT IN GM) to set the data recording mode from the external port (Figure 100).
4. Press the USER 5 button (START REC) to start the MIDI recording.
5. Start the external MIDI sequencer or play any MIDI keyboard connected to the MIDI IN connector.
6. Press the USER 4 button (STOP REC) to stop MIDI recording.
7. A file in the MIDIFILE folder of the disk will be created.
8. To browse and listen the recorded MIDI file, press the MIDI button in the Player section.

Figure 98

Figure 99

Figure 100

MIDI Remix

Audya offers a MIDI REMIX function to replace the drum track in any MIDI file with the drum part of an internal Style of Audya, even one with AUDIO DRUM part.

■ Making a MIDI Remix

1. Press the MIDI button in the Player section and select a MIDI file from the list. In the example, the file is “Raindrops_Keep_Falli.mid” (123 BPM).
2. Press the F9 button to enable the REMIX ON function (Figure 101).
3. Select a style with approximately the same tempo (BPM) of the MIDI file. If the tempo differs too much, a warning message will appear inviting you to select another style. In the example (Figure 102) the D-FLOOR style has been selected. By using the STYLE VIEW button and the F1 button you can also change the drum kit and choose any AUDIO DRUM groove. In the example (Figure 103) the DANCE’80-2_125 audio groove (125 BPM) has been selected.
4. Press the USER 5 button (START) to start the REMIX.
5. After a while, the START button flashes and you can start playback the MIDI file with the new audio drum track, replacing the original drum track of the MIDI file. That means that the MIDI file “Raindrops_Keep_Falli.mid” will play with drum track of the “DANCE’80-2_125” audio groove.
6. During the playback of the REMIX you can also change the A, B, C, D variations and the Fills of the selected style, as well as you can change the style itself (Figure 104).
7. Press the SAVE button to save the REMIX file while the MIDI file and the REMIX are still playing.
8. Give a name to the file directly from the keyboard and press SAVE again.
9. Access the REMIX file (RMX) from the list by using the wheel or the CURSOR.
10. Wait a while to load the RMX file and press the USER 5 button (START). When the START button flashes, you can start playback the REMIX.

In the same way, you can add to the REMIX also the track of Live guitar. To do this, you must enter the menu keyboard CONTROL > UTILITY and set the REMIX LIVE GUITAR parameter to ON (Figure 105).
In this way, when you start a MIDI REMIX, besides the audio drum, you can adjust also the Live Guitar track, by playing on the keyboard just as with any style.

NOTE

Disable MY FOLDERS function when you select the style for the REMIX, otherwise you will select the folders stored in the 0-9 locations instead of the style.

Figure 101

Figure 102

Figure 103

Figure 104

Figure 105

Disk

Audya features a bunch of functions dedicated to the disk management.

■ Menu Disk

1. Press the DISK button to see the content of the internal disk (Figure 106). The disk contains a certain number of folders, that you can access by using the CURSOR ▲ ▼ or the DATA/VALUE wheel. The content is:
   DJ LOOP
   MIDIFILE
   MP3
   PLAYLIST
   SFX
   STYLES
   WAVE
   INSTRUMENTS
   REGISTRATION
   SYSTEM
2. Press the ENTER button to enter the selected folder.
3. Press the EXIT button to exit the selected folder and jump to the parent folder.
4. Press the USER 5 button (DISK MENU) to list all the available functions (Figure 107):
   F1 - COPY: copies one or more files.
   F2 - DELETE: deletes one or more files.
   F3 - MOVE: moves one or more files.
   F4 - RENAME: rename a file.
   F5 - SAVE: open a screen to save PROGRAM, GM VOICE, VOICE LIST, DRAWBAR, DRUMSET
   F6 - NEW FOLDER: creates a new folder.
   F7 - DEL. FOLDER: deletes a folder.

Figure 106

Figure 107

■ Copy, delete and move

1. In order to execute the copy, delete and move functions, first select one or more files by using the ENTER button. A blue dot near to each selected file will appear (Figure 108).
2. Press the F1 button (COPY), F2 (DELETE) or F3 (MOVE) to select the appropriate function.
3. Press the USER 5 button (EXECUTE) to execute the selected function or the USER 4 button (EXIT) to cancel the operation.

Figure 108

■ Create or delete a folder

1. Press the F6 button to create a new folder.
2. Give a name by inputting the characters from the keyboard. In the example, the folder name is “NEW FOLDER”.
3. Press the USER 5 button (EXECUTE).
4. The folder will be created on the current position of the disk (Figure 109).
5. Press the F7 button (DEL. FOLDER) to enable the delete folder function.
6. Press the USER 5 button (EXECUTE) to delete the folder or the EXIT button to cancel the operation.

Figure 109

Drive USB

In addition to the internal disk you can also manage external drive such as pendrives, hard disks, CD players, etc. connected to any of the two USB connectors on the front side.

Once you have inserted a USB device into one of the two USB ports, the USB drive will appear on the DISK menu, as in Figure 110.

The same functions in the DISK MENU are available also for the files and folders of the USB drive.

Figure 110

Search

Audya features a useful SEARCH function in order to search files stored in the internal disk or in external USB devices.

■ Search a file

1. Press the SEARCH button.
2. The last accessed directory of the internal disk will open (Figure 111).
3. Use the CURSOR ▲ ▼ or the DATA/VALUE wheel and the ENTER button to locate a folder and to search inside.
4. Digit the full name file, or a part of it, by inputting letter and numbers directly from the keyboard. In the example (Figure 112) the input name to search is “BATT”.
5. Press the USER 5 button (GLOB. SEARCH) to start searching.
6. After a while, a screen with the search results will appear. In the example (Figure 113) all the files containing the text “BATT” have been found.
7. The files are immediately available to start playback directly from the search screen.

Figure 111

Figure 112

Figure 113

Style Mode

By pressing the MODE button in the STYLE section to the left of the display, you access the Arranger and the Style functions.

■ MODES

- The USER 1 button (MODES) allows to access the settings of the Arranger (Figure 114):
  F1 - VOICE TO ARRANGE ON/OFF: enable/disables the voice to the Arranger.
  F2 - INTERACTIVE GUITAR: sets the dynamic value for the LIVE GUITAR part. The guitar plays an arpeggio if you play harder the keyboard. The guitar plays chords if you play softer.
  F3 - PIANIST MODE: The STANDARD mode locks the last recognized chord by using the Sustain pedal. In AUTO mode, when a three notes chord is recognized, the chord does not change letting you play melodies with the right hand.
  F4 - PIANIST SUSTAIN: in PIANIST mode, by using the Sustain pedal the last recognized chord remains active.
  F5 - PRESET MIX: if active, the volume of the voices MIX remains the same when you change the style, otherwise the volume of the MIX will update accordingly to the selected style.
  F6 - AUTO FILL ON/OFF: sets the automatic FILL when you change A, B, C, D variation.
  F7 - AFTER FILL ON/OFF: sets the automatic FILL when playing the Aftertouch (if active).
  F8 - FILL TO ARRANGER: sets the automatic variation by using the FILL.
  F9 - CHORD MODE: sets the EASY 1 and 2 and FINGER 1 and 2 modes, for easy chord recognition based on your way of playing.
  F10 - ROOTLESS: disables the chord root recognition.

■ DRUM

- The USER 2 button (DRUM) allows to access the settings for the audio drum (Figure 115):
  F1 - LIVE DRUM: sets the STRETCH or PITCH modes for the audio groove of “live drum”.
  In STRETCH mode, if you change the tempo the pitch of the drum sounds will not change.
  In PITCH mode the pitch will change. You can adjust this parameter when the style containing the audio groove is not playing.
  F3 - BASS FREQ EQ: adjusts the low frequency equalizer from 50 Hz to 990 Hz.
  F4 - TREBLE FREQ EQ: adjusts the high frequency equalizer from 1030 Hz to 16130 Hz.
  F8 - BASS GAIN EQ: sets the equalizer gain for the low frequencies in the range of +/-12 dB.
  F9 - TREBLE GAIN EQ: sets the equalizer gain for the high frequencies in the range of +/-12 dB.

Figure 114

Figure 115

Figure 116

■ BASS

- The USER 3 button (BASS) allows to access all the bass part settings (Figure 116):
  F1 - BASS TO ROOT ON/OFF: enables/disables the bass on the chord root.
  F2 - RETRIGGER ON/OFF: enables the possibility to re-trigger the bass for each chord, especially when you mistake a chord input.
  F3 - SWING BASS ON/OFF: enables the SWING mode for the bass part.
  F4 - MONO/POLY: enables/disables the polyphonic bass in MANUAL BASS mode.
  F5 - OCTAVE (+/- 2): sets the octave for the bass in MANUAL BASS mode.
  F6 - SUSTAIN ON/from 0 to 127: sets the Sustain value for the bass in MANUAL BASS mode.
  F7 - BASS TO PEDAL ON/OFF: enables/disables the pedal for the bass.
  F8 - PEDALBOARD: sets the dynamic value from

normal up to fixed values (from 32 to 127).
F9 - PIANIST BASIC BASS ON/OFF: enables the basic mode for the bass in PIANIST mode.

■ CHORDS

- The USER 4 button (CHORDS) allows to access the chords parts settings (Figure 117):
  F1 - CHORD 1 (CLOSE/PARAL.): sets the chord played in close or parallel mode.
  F2 - CHORD 2 (CLOSE/PARAL.): as above.
  F3 - CHORD 3 (CLOSE/PARAL.): as above.
  F4 - CHORD 4 (CLOSE/PARAL.): as above.
  F5 - CHORD 5 (CLOSE/PARAL.): as above.
  F6 - CHORD 1 (NORMAL/RETR.): sets how the chord plays. In RETRIGGER mode, the chord re-trigger each time it is played.
  F7 - CHORD 2 (NORMAL/RETR.): as above.
  F8 - CHORD 3 (NORMAL/RETR.): as above.
  F9 - CHORD 4 (NORMAL/RETR.): as above.
  F10 - CHORD 5 (NORMAL/RETR.): as above.

Figure 117

■ LOWER

- The USER 5 button (LOWER) allows to access the left hand settings (Figure 118):
  F1 - LOWER1 HOLD ON/OFF: enables/disables the possibility to hold the sound of the LOWER 1 part after you release the buttons.
  F2 - LOWER2 HOLD ON/OFF: enables/disables the possibility to hold the sound of the LOWER 2 part after you release the buttons.
  F3 - OFF STOP: enables/disables the STOP function of the LOWER voices. If active, when you stop the Arranger, the sound stops even if the buttons of the keyboard are pressed.
  F4 - MUTE ON/OFF: mutes the LOWER part in Arranger mode.
  F5 - MODE: the following modes are available:
  NORMAL: when the Arranger stops, the LOWER sound continues.
  BAS+LOWER: when the Arranger stops, the LOWER and the BASS continue.
  HOLD STOP: when the Arranger stops, the LOWER stops accordingly to the HOLD OFF STOP settings.
  BAS+LOWER+HOLD STOP: when the Arranger stops, the LOWER and BASS stop accordingly to the HOLD/OFF STOP settings.

Figure 118

User Assignable

By pressing the USER ASSIGNABLE button, located to left of the display, you access the screen where to assign custom functions to the USER buttons (Figure 119).

By using the F1-F5 buttons you can assign up to five USER_TABS_PRES, that is five different functions for the five User buttons below the display. Press one of the F1-F5 buttons and the EDIT button to access the screen like Figure 120. Here you can assign to each USER button one of the following functions:

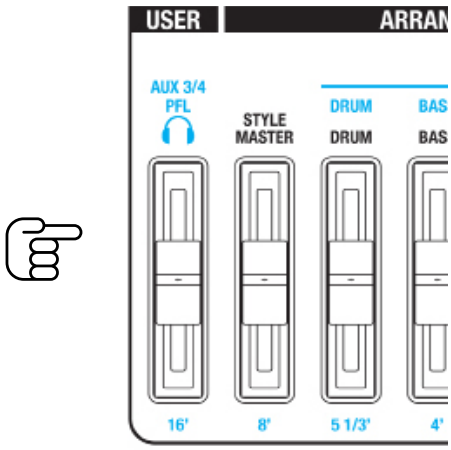
- FILL 1
- FILL 2
- FILL 3
- FILL 4
- BREAK 1
- BREAK 2
- BREAK 3
- BREAK 4
- FILL TO ARR.
- REINTRO
- AUTO FILL
- AFTER FILL
- SWING BASS
- BASS TO ROOT
- BASS SUSTAIN
- LOWER MUTE
- LOWER OFF STOP
- LOWER 1 HOLD
- LOWER 2 HOLD
- PIANIST SUSTAIN
- MANUAL DRUM
- CRASH
- ONLY KICK
- DRUM&BASS
- KICK OFF
- SNARE OFF
- HIHAT OFF
- CYMBAL OFF
- TOM/FX OFF
- RIMSHOT OFF
- LATIN 1 OFF
- LATIN 2 OFF
- LATIN 3 OFF
- CLAP FX OFF
- WHA-WHA
- REVERB
- CHORUS
- ECHO/DELAY
- DIST/OVERDRIVE
- TEXT PAGE -
- TEXT PAGE +
- ARABIC 1... 10
- RIGHT BOOST

Figure 119

Figure 120

Use the F1 button to save the USER_TABS_PRES in the current position.

By using the buttons F6-F10 you can assign to the USER slider the following functions:



F5 - PFL: sets the PRE FADER LISTEN volume control.
F6 - DRUM CUTOFF: sets the USER slider to adjust the cutoff frequency of the drum.
F7 - CHORD 1 WHA-WHA: sets the USER slider to adjust the cutoff frequency of the chord 1.
F8 - PORTAMENTO TIME: sets the USER slider to adjust the portamento time.
F9 - CHORD 2 CUTOFF: sets the USER slider to adjust the cutoff frequency of the chord 2.

User Styles

Audya features two style families: FACTORY STYLES and USER STYLES .

The FACTORY STYLES are the built-in styles of Audya and can be accessed by using the keypad in the STYLE section and the ordinary selection of the style by using the F1-F10 buttons, as already described in the “Styles” chapter on page 17. The styles of this family cannot be modified, meaning that you cannot overwrite them. You can load these FACTORY STYLES into memory and play them. However, you can edit the style currently loaded in memory by using the edit pages described in STYLE VIEW (see on page 26). Then, you can store the edited style as USER STYLE.

Figure 121

Figure 122

■ Storing a FACTORY STYLE as a USER STYLE

1. Select a FACTORY STYLE.
2. Once you have modified the style in the Style Modeling environment (see STYLE VIEW on page 26), press the SAVE button.
3. You will be prompted to input a name for the USER STYLE. Digit a name on the dialogue box by inputting characters directly from the keyboard and press SAVE again (Figure 121).
4. After saving, the style will be available in the USER STYLES area (Figure 122).
5. Load the modified style, from the USER STYLES area, by pressing the USER STYLES button.

MSP function

Audya offers a complete Multi Sample Player editor. To access the MSP function, press the WAVE button, choose a file from the list in the WAVE folder and press the EDIT button.

■ Creating an MSP

1. Select a WAV format file from the WAVE folder and press ENTER to load the file into memory (Figure 123). By using the F1-F10 buttons you can access the following functions:
   F1 - START: sets the start of the note range on the keyboard. Press a button on the keyboard for the automatic assignment (Figure 124) or use the DATA/VALUE wheel or the CURSOR ◄ ►.
   F2 - END: sets the end of the note range (Figure 125) as described above.
   F3 - KEY: sets the basic pitch. Press a button on the keyboard for the automatic assignment .
   F4 - PITCH: it can be TRACKING, that is tuned for each button of the keyboard, or FIXED, that is with fixed pitch for any keys of the keyboard.
   F5 - FINE: fine tuning of the sound up to +99 cents of a semitone.
   F6 - VOL: sets the output volume.
   F7 - CUTOFF: sets the cutoff frequency (low-cut filter).
   F8 - EP (END POINT): sets where the sound ends.
   F9 - LP (LOOP POINT): sets where the sound loops.
2. By using the USER 1 button (PAGE >>) you can jump to a further screen to edit the parameters of the sample (Figure 126). By using the F1-F10 buttons you can access the following functions:
   F1 - ATTACK: sets the attack time of the envelope.
   F2 - DECAY: sets the decay time of the envelope.
   F3 - SUSTAIN: sets the sustain level of the envelope.
   F4 - RELEASE: sets the release time of the envelope.
   F6 - SLOPE: sets the slope of the envelope.
   F7 - OFFSET: sets the amount of the envelope accordingly to the dynamics.
   F8 - FILT. SLOPE: sets the filter slope.
   F9 - FILT. OFFSET: sets the amount of offset on the filter accordingly to the dynamics.
3. Load another WAV file, assign it to another button and repeat editing.
4. When you finish editing, save the MSP by using the USER 5 button (SAVE). Digit a name on the dialogue box by inputting characters directly from the keyboard and press SAVE again (Figure 127).

Figure 123

Figure 124

Figure 125

Figure 126

Figure 127

Text scrolling

In addition to the ordinary lyric functions, showing synchronized text contained in the Standard MIDI files (karaoke), Audya allows to synchronize lyric with any audio and MP3 file.

■ Combining a text file with a MIDI file, an MP3 or a WAVE file

1. Make the USB connection to access the hard disk of Audya. After connecting, open the WAVE folder and copy a text file (an ordinary TXT file) containing the lyric of a song. The name of the TXT file must be identical to the title of the song (except the file extension) (Figure 128).
   In the example, the text file is “Chill Out.txt” corresponding to the song “Chill Out.wav”.
2. After disconnecting properly the USB connection, press the WAVE button to access the WAVE folder containing the songs.
3. Select the song matching the same TXT file and start playback by pressing the START button (Figure 129).
4. Press F2 (LYRIC ON) to show the lyric on the display (Figure 130).
5. When necessary, jump to the next page of lyric, by pressing the CURSOR ▼ button to display the next lyric page (Figure 131).

■ Synchronize the auto scroll of the lyric

You can also automate the text scrolling in sync with a MIDI file, an MP3 or a WAVE file.

1. Follow the previous procedure from step 1 to 4.
2. Playback the WAVE file (MIDI or MP3).
3. Press the RECORD button.
4. Scroll the text pages by pressing the CURSOR ▼ button as necessary.
5. When you have finished, press STOP.
6. You will be prompted to save the file.
7. Confirm.
8. When you restart the song, the lyric displayed will change in sync.

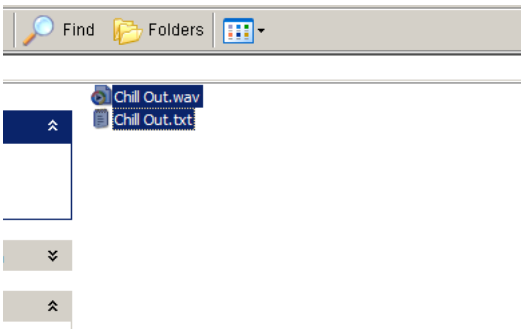


Figure 128

Figure 129

Figure 130

Figure 131

Audio Drum

#	STYLE
7	12_8POP_57
267	16 BEAT1RX_76
8	16 BEAT1_76
138	16 BEAT2RX_93
9	16 BEAT2_93
139	16 BEAT3RX_93
10	16 BEAT3_93
178	16 BEAT4_82
268	16 BEAT5RX_70
179	16 BEAT5_70
269	16 BEAT6RX_72
201	16 BEAT6_72
270	16 BEAT7RX_74
202	16 BEAT7_74
271	16 BEAT8RX_80
206	16 BEAT8_80
11	16 TRIPLET_90
140	16 TRIPLTRX90
199	8 BEAT10_76
200	8 BEAT11_76
213	8 BEAT12_100
290	8 BEAT13_120
2	8 BEAT1FX_90
1	8 BEAT1_90
231	8 BEAT2RX_73
3	8 BEAT2_73
4	8 BEAT3_82
136	8 BEAT4RX_115
5	8 BEAT4_115
137	8 BEAT5RX_73
6	8 BEAT5_73
174	8 BEAT6_92
175	8 BEAT7_65
197	8 BEAT8_76
198	8 BEAT9_78
12	AFRO_125
13	APACHE_124
14	BACHATA_130
221	BAJON_88
15	BEGUINE1_114
232	BEGUINE2RX_114
187	BEGUINE2_114
299	BEGUINE3_114
319	BIGBAND_160
233	BLUEGRASSRX108
16	BLUEGRASS_108
237	BLUES128RX2_51
236	BLUES12_8RX_96
19	BLUES12_8_96
17	BLUES1_72
234	BLUES2RX_153
18	BLUES2_153
218	BLUES3_60
235	BLUES4RX_66
219	BLUES4_66
238	BLUESRIFF_126
20	BOLERO_90

#	STYLE
188	BOOGIE_155
21	BOSSA1_125
22	BOSSA2_150
229	BOSSA3_90
230	BOSSA4_90
272	BOSSA4_LE_90
23	CHACHA_127
314	CHA_ROCK_120
25	CTRY1FX_121
239	CTRY1RX_121
24	CTRY1_121
27	CTRY2FX_126
141	CTRY2RX_126
26	CTRY2_126
28	CTRYBEAT1_122
240	CTRYBEAT2RX120
189	CTRYBEAT2_120
224	CTRYBLD_108
273	CTRYFOXRX_120
29	CTRYFOX_120
30	CTRYPOP1_110
165	CTRYPOP2_99
176	CTRYPOP3_86
274	CTRYROCK1RX_94
31	CTRYROCK1_94
275	CTRYROCK2RX123
184	CTRYROCK2_123
185	CTRYROCK3_170
276	CTRYROCK4RX120
186	CTRYROCK4_120
277	CTRYUP1RX_110
32	CTRYUP1_110
278	CTRYUP2RX_110
190	CTRYUP2_110
33	CTRYWALTZ_85
171	CUIL&PIED_108
172	CUILLERES_108
34	DANCE'80-1_123
35	DANCE'80-2_125
279	DANCE1RX_125
36	DANCE1_125
258	DANCE2_132
259	DANCE3_128
260	DANCE4_130
261	DANCE5_130
142	DISCFUNKRX_115
222	DISCO'70_124
37	DISCO1_122
39	DISCO2FX_112
143	DISCO2RX_112
38	DISCO2_112
40	DISCO3_120
317	DISCO4RX_116
41	DISCOACID_128
280	DISCOBRUSH_120
42	DISCOFUNK_115
43	DIXIE1_210

#	STYLE
44	DIXIE2_226
45	ELECTRO_84
46	ETHNO_129
47	FOX1_115
281	FOX2RX_115
48	FOX2_115
49	FOX3_164
50	FOX4_164
51	FOX5_115
52	FOX6_164
144	FUNKY1RX_97
53	FUNKY1_97
54	FUNKY2_110
145	FUNKY3RX_116
55	FUNKY3_116
146	FUNKY4RX_116
207	FUNKY5_104
208	FUNKY6_116
282	FUNKY7RX_100
209	FUNKY7_100
225	FUNKY8_116
226	FUNKY9_119
147	FUSIONRX_103
56	FUSION_103
57	GARAGE1_96
203	GARAGE2_108
58	GOGO_180
59	GUAJIRA_90
60	HIPHOP_81
61	HOUSE1_126
291	HOUSE2_127
292	HOUSE3_132
293	HOUSE4_128
227	HULLYGUL_122
148	JAZZROCKRX100
62	JAZZROCK_100
63	JIVE1_180
283	JIVE2RX_164
167	JIVE2_164
64	JUNGLE_132
65	JWALTZ1_135
66	JWALTZ2_190
67	LOUNGE_130
68	MAMBO_90
320	MARCH4_4_120
300	MARCH6_8_126
69	MAZURKA_148
70	MERENGUE_140
191	MODERATO1_112
289	MODERATO2_112
192	PARTYFOX_100
193	PARTYPOLKA120
325	PASODOBLE1_120
318	PASODOBLE2_120
173	PIEDS_108
315	PIZZICA1_96
71	POLKA_120

Audio Drum

#	STYLE
77	POP'60FX_140
284	POP'60RX_140
76	POP'60_140
73	POP1FX_77
149	POP1RX_77
72	POP1_77
150	POP2RX_76
74	POP2_76
151	POP3RX_85
75	POP3_85
78	POPBEAT_91
152	POPCITYRX_90
79	POPCITY_90
153	POPCOOLRX_90
80	POPCOOL_90
82	POPFUNK1FX_94
154	POPFUNK1RX_94
81	POPFUNK1_94
84	POPFUNK2FX106
155	POPFUNK2RX106
83	POPFUNK2_106
285	POPFUNK3RX_95
204	POPFUNK3_95
286	POPLIGHTRX_82
85	POPLIGHT_82
210	POPMIX_85
86	POPSTREET_81
87	POPSTREFX_81
156	POPSTUDIORX91
88	POPSTUDIO_91
89	POPTRIPLET_75
157	POPTRIPLTRX75
158	R&BLUES1RX110
90	R&BLUES1_110
91	R&BLUES2_113
159	R&BLUES3RX115
92	R&BLUES3_115
287	R&BLUES4RX_116
93	R&BLUES4_116
94	R&BLUES5_110
96	RAP_85
97	RAVE_125
288	REGGAERX_81
265	REGGAETON1_99
266	REGGAETON2_94
295	REGGAETON3_94
98	REGGAE_81
301	RNB10_88
302	RNB11_81
303	RNB12_63
304	RNB13_81
305	RNB14_80
306	RNB15_114
307	RNB16_106
308	RNB17_100
309	RNB18_96
310	RNB19_110

#	STYLE
95	RNB1_88
311	RNB20_100
312	RNB21_100
313	RNB22_90
205	RNB2_80
211	RNB3_92
262	RNB4_95
263	RNB5_97
264	RNB6_104
296	RNB7_95
297	RNB8_73
298	RNB9_95
102	ROCK&ROLL180
247	ROCK&ROLLRX180
160	ROCK1RX_120
99	ROCK1_120
161	ROCK2RX_125
100	ROCK2_125
162	ROCK3RX_127
101	ROCK3_127
241	ROCK4RX_125
166	ROCK4_125
242	ROCK5RX_122
177	ROCK5_122
243	ROCK6RX_120
214	ROCK6_120
244	ROCK7RX_180
215	ROCK7_180
245	ROCK8RX_125
246	ROCK9RX_180
194	ROCKABILLY105
248	ROCKABILLYRX105
103	SALSA1_90
104	SALSA2_98
105	SALSA3_90
106	SAMBA1_124
107	SAMBA2_115
108	SAMBA3_105
109	SAMBA4_105
249	SAMBA5RX_124
110	SAMBA5_124
220	SAMBA6_116
324	SEVIGLIANA_165
111	SHADOWS_127
112	SHUFFLE1_110
113	SHUFFLE2_119
163	SHUFFLE3RX125
114	SHUFFLE3_125
250	SHUFFLE4RX_126
115	SHUFFLE4_126
116	SHUFFLE5_160
195	SHUFFLE6_128
216	SHUFFLE7_126
168	SLOW1_65
169	SLOW2_80
170	SLOW3_90
118	SL_ROCK1FX_65

#	STYLE
251	SL_ROCK1RX_65
117	SL_ROCK1_65
120	SL_ROCK2FX_51
252	SL_ROCK2RX_51
119	SL_ROCK2_51
253	SL_ROCK3RX_70
121	SL_ROCK3_70
122	SL_ROCK4_165
181	SL_ROCK5_150
212	SL_ROCK6_100
254	SL_ROCK7RX_66
217	SL_ROCK7_66
123	SOUL1_104
124	SOUL2_115
164	SOUL3RX_94
125	SOUL3_94
255	SURFRX_170
196	SURF_170
126	SWING1_115
127	SWING2_120
128	SWING3_150
129	SWING4_160
130	SWING5_200
223	SWING6_110
316	TAMMURR1_124
321	TANGO2_123
131	TANGO_116
132	TECHNO_128
256	TWISTRX_174
228	TWIST_174
133	URBAN1_136
294	URBAN2_105
323	VILLERA_88
134	WALTZ_183
257	WESTERN1RX_115
135	WESTERN1_115
182	WESTERN2_106
183	WESTERN3_106
180	WESTERN4_115
322	WIENER_176

NOTE

The "RX" after the file name of the AUDIO DRUM stands for "remixed" that is the remixed version of the same file with the same name, while "FX" stands for "effects" that is the original version with some effects applied, like compressor, reverb, etc.

Groove Bank (Drum 2)

#	STYLE
1	AFRO_1
2	AFRO_2
3	AFRO_3
4	AFRO_4
5	AFRO_5
6	BACHATA_A
7	BACHATA_B
8	BACHATA_C
9	BACHATA_D
10	BATUCADA_A
11	BATUCADA_B
12	BLUEGRASS
13	BOLERO_A
14	BOLERO_B
15	BOLERO_C
225	BONGO_1_T
16	BONGO_BACHAT1
17	BONGO_BACHAT2
18	BONGO_BOLERO1
19	BONGO_BOLERO2
20	BONGO_CHA
21	BONGO_SALSA
22	BOSSA_A
23	BOSSA_B
24	BOSSA_C
226	BRUSH_1_T
25	BRUSH_FAST
26	BRUSH_MEDIUM
27	BRUSH_SLOW1
28	BRUSH_SLOW2
29	BRUSH_SLOW3
30	BRUSH_SLOW4
184	CABAZA_1
185	CABAZA_2
31	CAJON
32	CHACHA_A
33	CHACHA_B
34	CHACHA_C
35	CHACHA_D
36	CHACHA_E
37	CHACHA_F
38	CLAP_1
39	CLAP_2
227	CONGA_1_T
228	CONGA_2_T
229	CONGA_3_T
230	CONGA_4_T
231	CONGA_5_T
232	CONGA_6_T
233	CONGA_7_T

#	STYLE
40	CONGA_BOLERO1
41	CONGA_BOLERO2
42	CONGA_BOSSA
43	CONGA_CHA1
44	CONGA_CHA2
45	CONGA_MAMBO
46	CONGA_MERENG1
47	CONGA_MERENG2
48	CONGA_RUMBA
49	CONGA_SALSA1
50	CONGA_SALSA2
51	CONGA_SALSA3
52	COWBELL_CHA1
53	COWBELL_CHA2
181	COWBEL_SALSA1
182	COWBEL_SALSA2
56	CUMBIA_A
57	CUMBIA_B
58	CUMBIA_C
59	CUMBIA_D
60	CUMBIA_E
61	DANCE_1
62	DANCE_2
63	DANCE_3
64	DANCE_4
65	DANCE_5
66	DANCE_6
67	DANCE_7
68	DANCE_8
195	DANCE_Kick1A
196	DANCE_Kick1B
197	DANCE_Kick2A
198	DANCE_Kick2B
199	DANCE_Kick3A
200	DANCE_Kick3B
201	DANCE_Kick4A
202	DANCE_Kick4B
203	DANCE_Kick5A
204	DANCE_Kick5B
205	DANCE_Kick6A
206	DANCE_Kick6B
207	DANCE_Kick7A
208	DANCE_Kick7B
209	DANCE_Kick8A
210	DANCE_Kick8B
69	FLAMENCO_A
70	FLAMENCO_B
71	FLAMENCO_C
72	FLAMENCO_D
73	FLAMENCO_E

#	STYLE
74	FLAMENCO_F
75	FLAMENCO_G
76	GIPSY1
77	GIPSY2
78	GUAJIRA_A
79	GUAJIRA_B
186	GUIRA_1
187	GUIRA_2
80	GUIRA_BACHAT1
81	GUIRA_BACHAT2
82	GUIRA_MERENG1
83	GUIRA_MERENG2
84	GUIRO_CHA
85	GUIRO_CUMBIA
86	GUIRO_MERENG
87	GUIRO_SALSA
88	HHAT_SHUFFLE1
89	HHAT_SHUFFLE2
92	HIHAT 16_1
93	HIHAT 16_2
90	HIHAT 8_1
91	HIHAT 8_2
94	HIHAT SWING1
95	HIHAT SWING2
96	HIHAT SWING3
97	HIPHOP1
98	HIPHOP2
99	HOUSE_1
100	HOUSE_2
101	HOUSE_3
102	HOUSE_4
103	HOUSE_5
104	HOUSE_6
105	HOUSE_7
106	HOUSE_8
211	HOUSE_Kick1A
212	HOUSE_Kick1B
213	HOUSE_Kick2A
214	HOUSE_Kick2B
215	HOUSE_Kick3A
216	HOUSE_Kick3B
217	HOUSE_Kick4A
218	HOUSE_Kick4B
219	HOUSE_Kick5A
220	HOUSE_Kick5B
221	HOUSE_Kick6A
222	HOUSE_Kick6B
223	HOUSE_Kick7A
224	HOUSE_Kick7B
107	JAZZROCK_A

Groove Bank (Drum 2)

#	STYLE
108	JAZZROCK_B
109	JIGS
110	LATINDANCE1
111	LATINDANCE2
112	MAMBO_A
113	MAMBO_B
114	MAMBO_C
188	MARACAS_1
234	MARACAS_1_T
189	MARACAS_2
235	MARACAS_2_T
190	MARACAS_3
191	MARACAS_4
192	MARACAS_5
115	MARAC_BOLERO1
116	MARAC_BOLERO2
117	MARAC_BOLERO3
118	MARAC_BOSSA
119	MARAC_CHA
120	MARAC_CUMBIA
121	MARAC_MERENG
122	MARAC_SALSA1
123	MARAC_SALSA2
124	MERENGUE_A
125	MERENGUE_B
126	MERENGUE_C
127	MERENGUE_D
128	MERENGUE_E
54	MERENGUE_F
55	PANDERO1
129	PANDERO2
236	PANDERO_1_T
237	PANDERO_2_T
130	PASODOBLE
131	POPDOWN_A
132	POPDOWN_B
133	POPFUNK_A
134	POPFUNK_B
135	POPJAZZ_A
136	POPJAZZ_B
137	POPJAZZ_C
138	POPJAZZ_D
139	POPJAZZ_E
140	POPJAZZ_F
141	R&BLUES_A
142	R&BLUES_B
143	R&BLUES_C
144	RAP
145	REELS

#	STYLE
238	RIDE_1_T
146	RIDE_FAST1
147	RIDE_FAST2
148	RIDE_MEDIUM
149	RIDE_SHUFFLE
150	RIDE_SLOW
151	ROCK_A
152	ROCK_B
153	SALSA_A
154	SALSA_B
155	SALSA_C
156	SALSA_D
157	SALSA_E
158	SALSA_F
159	SALSA_G
160	SAMBA_A
161	SAMBA_B
162	SAMBA_C
163	SAMBA_D
164	SHAKER_1
239	SHAKER_1_T
165	SHAKER_2
240	SHAKER_2_T
193	SHAKER_3
194	SHAKER_4
166	SHUFFLE_A
167	SHUFFLE_B
168	SHUFFLE_C
169	STREET1
170	STREET2
171	SWING_A
172	SWING_B
173	SWING_C
174	TAMBORA
183	TAMBOURIN16
175	TAMBOURIN16T
177	TAMBOURINE_12
178	TAMBOURINE_24
176	TAMBOURINE_8
179	TRIPLET
180	URBAN

Bass Bank

#	STYLE
10	12_8BALLAD1
11	12_8BALLAD2
12	12_8BALLAD3
13	12_8BALLAD4
14	16BEAT_1
15	16BEAT_2
16	16BEAT_3
17	16BEAT_4
18	16BEAT_5
19	16BEAT_6
20	16BEAT_7
21	16BEAT_8
22	16BEAT_9
1	3_4PDOBLE
2	6_8BALLAD1
3	6_8BALLAD2
4	6_8BLUES
5	6_8WALZ_1
6	6_8WALZ_2
23	70BEAT_1
24	70BEAT_2
25	70POP_1
26	70POP_2
7	8BEAT_1
8	8BEAT_2
9	8BEAT_3
27	BACHATA_1
28	BACHATA_2
29	BACHATA_3
30	BALLAD_1
31	BALLAD_2
32	BALLAD_3
33	BALLAD_4
34	BALLENATO_1
166	BALLENATO_1
35	BALLENATO_2
167	BALLENATO_2
36	BEGUINE_1
37	BEGUINE_2
38	BIGBAND_1
39	BIGBAND_2
40	BLUES_1
41	BLUES_2
42	BLUES_3
43	BOLERO_1
44	BOLERO_2
45	BOOGIE_1
46	BOOGIE_2
47	BOSSA_1
48	BOSSA_2
49	BOSSA_3
50	BOSSA_4
51	BOSSA_5
52	BUGG_1

#	STYLE
53	BUGG_2
54	CALYPSO_1
55	CALYPSO_2
56	CANCAN_1
57	CANCAN_2
58	CANCAN_3
59	CHACHA_1
60	CHACHA_2
61	CHACHA_3
62	CHARLESTON
63	CNTRYDIX
64	DANCE_1
176	DANCE_2
177	DANCE_3
178	DANCE_4
179	DANCE_5
180	DANCE_6
181	DANCE_7
182	DANCE_8
183	DANCE_9
187	DISCO_1
194	DISCO_10
195	DISCO_11
196	DISCO_12
197	DISCO_13
198	DISCO_14
199	DISCO_15
200	DISCO_16
201	DISCO_17
202	DISCO_18
203	DISCO_19
65	DISCO_2
204	DISCO_20
66	DISCO_3
67	DISCO_4
184	DISCO_5
185	DISCO_6
186	DISCO_7
188	DISCO_8
189	DISCO_9
70	ENGLTRIP_1
71	ENGLTRIP_2
72	ENGLTRIP_3
73	FLAMENCO_1
74	FLAMENCO_2
75	FLAMENCO_3
76	FLIPBEAT_1
77	FOLKSINGER_1
78	FOLKSINGER_2
79	FOLKSINGER_3
80	FOLKSINGER_4
81	FUNKY_1
210	FUNKY_10
211	FUNKY_11

#	STYLE
212	FUNKY_12
213	FUNKY_13
214	FUNKY_14
215	FUNKY_15
216	FUNKY_16
82	FUNKY_2
83	FUNKY_3
84	FUNKY_4
85	FUNKY_5
86	FUNKY_6
87	FUNKY_7
88	FUNKY_8
209	FUNKY_9
89	FUSION_1
90	FUSION_2
91	FUSION_3
92	FUSION_4
93	GITANA_1
94	GITANA_2
95	GITANA_3
96	GOSPEL_1
97	GOSPEL_2
98	GOSPEL_3
99	HOUSE_1
206	HOUSE_10
207	HOUSE_11
208	HOUSE_12
100	HOUSE_2
101	HOUSE_3
102	HOUSE_4
103	HOUSE_5
104	HOUSE_6
105	HOUSE_7
106	HOUSE_8
205	HOUSE_9
107	HULLYGULLY_1
108	HULLYGULLY_2
109	LATINROCK
110	LIGHTPOP_1
111	LIGHTPOP_2
112	LIGHTPOP_3
113	MACARENA_1
114	MACARENA_2
115	MARCH
116	MENEITO_1
117	MENEITO_2
118	MERENGUE_1
119	MERENGUE_2
120	MERENGUE_3
121	PDOBLE_1
122	PDOBLE_2
123	POP_1
124	POP_2
125	POP_3

#	STYLE
126	POP_4
127	POP_5
128	POP_6
134	REGGAETON_1
135	REGGAETON_2
129	REGGAE_1
130	REGGAE_2
131	REGGAE_3
132	REGGAE_4
133	REGGAE_5
136	RHUMBA_1
137	RHUMBA_2
138	RNBLUES_1
139	RNBLUES_2
146	ROCKSHUFF
140	ROCK_1
141	ROCK_2
142	ROCK_3
143	ROCK_4
144	ROCK_BALLAD_1
145	ROCK_BALLAD_2
147	SALSA_1
148	SALSA_2
149	SALSA_3
191	SAMBA_1
192	SAMBA_2
193	SAMBA_3
150	SHAKE
151	SLOWROCK
152	SOUL_1
153	SOUL_2
154	SOUL_3
155	SOUL_4
156	SWING_1
68	SWING_2
69	SWING_3
190	SWING_4
157	TANGO_1
158	TANGO_2
159	TANGO_3
160	TANGO_4
161	TANGO_5
162	TANGO_6
163	TANGO_7
164	TWIST_1
165	TWIST_2
168	WALZ_1
169	WALZ_2
170	WALZ_3
171	WALZ_4
172	WALZ_5
173	WALZ_6
174	WALZ_7
175	WALZ_8

Arp & Licks

#	STYLE
39	16GUIT_1
48	16GUIT_10
49	16GUIT_11
50	16GUIT_12
51	16GUIT_13
52	16GUIT_14
53	16GUIT_15
54	16GUIT_16
55	16GUIT_17
56	16GUIT_18
40	16GUIT_2
41	16GUIT_3
42	16GUIT_4
43	16GUIT_5
44	16GUIT_6
45	16GUIT_7
46	16GUIT_8
47	16GUIT_9
57	16PIANO_1
58	16PIANO_2
59	16PIANO_3
60	16PIANO_4
61	16PIANO_5
62	16PIANO_6
63	16PIANO_7
64	16PIANO_8
117	16STRINGS_1
118	16STRINGS_2
119	16STRINGS_3
120	16STRINGS_4
121	16STRINGS_5
122	16STRINGS_6
123	16STRINGS_7
124	16STRINGS_8
125	16STRINGS_9
126	16STRINGS_T_1
127	16STRINGS_T_2
128	16STRINGS_T_3
65	16SYNT_1
74	16SYNT_10
75	16SYNT_11
76	16SYNT_12
77	16SYNT_13
78	16SYNT_14
79	16SYNT_15
80	16SYNT_16
81	16SYNT_17
82	16SYNT_18
83	16SYNT_19

#	STYLE
66	16SYNT_2
84	16SYNT_20
85	16SYNT_21
86	16SYNT_22
87	16SYNT_23
88	16SYNT_24
89	16SYNT_25
90	16SYNT_26
91	16SYNT_27
67	16SYNT_3
68	16SYNT_4
69	16SYNT_5
70	16SYNT_6
71	16SYNT_7
72	16SYNT_8
73	16SYNT_9
92	3_4STRINGS_1
101	3_4STRINGS_10
102	3_4STRINGS_11
103	3_4STRINGS_12
104	3_4STRINGS_13
105	3_4STRINGS_14
106	3_4STRINGS_15
107	3_4STRINGS_16
93	3_4STRINGS_2
94	3_4STRINGS_3
95	3_4STRINGS_4
96	3_4STRINGS_5
97	3_4STRINGS_6
98	3_4STRINGS_7
99	3_4STRINGS_8
100	3_4STRINGS_9
129	8BANJO_1
138	8BANJO_10
139	8BANJO_11
140	8BANJO_12
141	8BANJO_13
142	8BANJO_14
130	8BANJO_2
131	8BANJO_3
132	8BANJO_4
133	8BANJO_5
134	8BANJO_6
135	8BANJO_7
136	8BANJO_8
137	8BANJO_9
1	8GUIT_1
2	8GUIT_2
3	8GUIT_3

#	STYLE
4	8GUIT_4
5	8GUIT_5
6	8GUIT_6
7	8GUIT_7
8	8GUIT_T_1
9	8GUIT_T_2
10	8GUIT_T_3
11	8GUIT_T_4
12	8GUIT_T_5
13	8GUIT_T_6
14	8GUIT_T_7
15	8GUIT_T_8
16	8PIANO_1
17	8PIANO_2
18	8PIANO_3
19	8PIANO_4
20	8PIANO_T_1
21	8PIANO_T_2
22	8PIANO_T_3
23	8PIANO_T_4
24	8PIANO_T_5
25	8PIANO_T_6
26	8PIANO_T_7
108	8STRINGS_1
109	8STRINGS_2
110	8STRINGS_3
111	8STRINGS_4
112	8STRINGS_5
113	8STRINGS_6
114	8STRINGS_7
115	8STRINGS_T_1
116	8STRINGS_T_2
27	8SYNT_1
28	8SYNT_2
29	8SYNT_3
30	8SYNT_T_1
31	8SYNT_T_2
32	8SYNT_T_3
33	8SYNT_T_4
34	8SYNT_T_5
35	8SYNT_T_6
36	8SYNT_T_7
37	8SYNT_T_8
38	8SYNT_T_9

Live Guitar

#	STYLE
7	16B_ELECT_1
8	16B_ELECT_2
9	16B_FOLK_1
10	16B_FOLK_2
6	16_SMOOTH
69	2_STEPS
1	5TH_MUTE
2	5TH_SHUFFLE
135	6-8MARCH_1
136	6-8MARCH_2
68	8B_ELECT
3	8B_FOLK_1
4	8B_FOLK_2
5	8B_FOLK_3
127	8B_FOLK_4
11	BALLAD_1
12	BALLAD_2
59	BALLAD_MIX
88	BALLENATO
83	BEAT_1
90	BEAT_2
114	BEAT_3
13	BEGUINE_1
122	BEGUINE_2
14	BLUES_1
129	BLUES_2
137	BLUES_EL_6_8
15	BOSSA_NOVA
91	BUGG_1
92	BUGG_2
93	BUGG_3
16	CNTRY_ 12-8
17	CNTRY_POP
18	DANCE
19	DISCO
60	DISCO_MIX
20	DISCO_WHA
74	ENGLISH_WALZ
21	FAST_FOLK
22	FINGERPICK
115	FOLK_12_8
70	FOX
89	IRISH_WALZ6_8
75	LONG ELECT_1
76	LONG ELECT_2
66	LONG FOLK_1
67	LONG FOLK_2
71	PARTY_FOX_1
72	PARTY_FOX_2

#	STYLE
73	PARTY_POLKA
23	POLKA_1
24	POLKA_2
101	POLKA_3
138	POLKA_4
139	POLKA_5
25	POP_1
26	POP_2
27	POP_3
106	POP_4
128	POP_5
28	POP_6-8
29	R&BLUES_1
94	R&BLUES_2
116	R&BLUES_3
30	R&ROLL_1
31	R&ROLL_2
32	REGGAE_1
33	REGGAE_2
34	RIDE_WEST
35	ROCK_1
107	ROCK_10
108	ROCK_11
109	ROCK_12
110	ROCK_13
111	ROCK_14
112	ROCK_15
36	ROCK_2
37	ROCK_3
38	ROCK_4
95	ROCK_5
96	ROCK_6
97	ROCK_7
98	ROCK_8
99	ROCK_9
39	RUMBA_1
40	RUMBA_2
130	RUMBA_3
131	RUMBA_4
132	RUMBA_MIX_1
133	RUMBA_MIX_2
41	SAMBA_JAZZ
84	SHORT_ELECT1
85	SHORT_ELECT2
86	SHORT_FOLK1
87	SHORT_FOLK2
46	SHUFFLE_1
47	SHUFFLE_2
48	SHUFFLE_3

#	STYLE
103	SHUFFLE_4
118	SHUFFLE_5
119	SHUFFLE_6
42	SHUF_ROCK_1
43	SHUF_ROCK_2
44	SHUF_ROCK_3
45	SHUF_ROCK_4
77	SLOW_ROCK6_8
49	SLOW_ROCK_1
125	SLOW_ROCK_2
126	SLOW_ROCK_3
134	SLOW_ROCK_4
80	SLOW_WALTZ
50	SMOOTH_FOLK
113	SOKA
51	SOUL_16
52	STOP_FUNK
82	SURF
78	SWING_1
79	SWING_2
117	SWING_3
53	SWING_FOX1
123	SWING_FOX2
124	SWING_FOX3
54	TANGO_1
55	TANGO_2
56	TARANTELLA_1
57	TARANTELLA_2
61	TRIPL_16SMOTH
143	TRIPL_DISCMIX
141	TRIPL_DISCO
142	TRIPL_DISCWH
62	TRIPL_POP1
63	TRIPL_POP2
64	TRIPL_POP3
81	TRIPL_RNB
65	TRIPL_SOUL16
120	UP_CLEAN
104	UP_COUNTRY_1
105	UP_COUNTRY_2
121	UP_MUTED
58	WALTZ_1
100	WALTZ_2
140	WALTZ_3
102	WESTERN

Drum Set

#	DRUM SET
1	Standard1
2	Standard2
3	Room_Gm2
4	Power_Gm2
5	Electro_Gm2
6	Jazz_Gm2
7	Analog_Gm2
8	Standard_Gm2
9	Folk
10	Acoustic1
11	JazzDry
12	Vintage
15	Acoustic2
17	Rock
25	House

#	DRUM SET
26	Techno
28	Progressive
29	Rave
30	HipHop
33	Fusion
41	Brush
42	Brush_Gm2
47	Sfx_Kit
48	Orchestra_Gm2
49	Orchestra
57	Studio
58	LightPop
59	Rap
60	Hip_Box
62	Modern

#	DRUM SET
65	Custom
66	Latin
73	PopJazz
74	Street
75	Analog
76	Citypop
77	Smooth
78	Acid
79	Kick&Snare
80	JazzBrush
81	Swing
82	Garage
83	U.S.Pop
84	MeloRap
85	Grunge

#	DRUM SET
86	Contemporary
87	Urban
88	Electro
89	Country
90	R&B

SPECIAL KIT

91	Pop_Super_Kit
92	Funk_Super_Kit
93	Power_Super_Kit

GM voices

BANK A (CC0 Value=0)

#	INSTRUMENT
1	Grand_Piano
2	Rock&Roll
3	Upright
4	Honky
5	El_Piano1
6	Dx_Piano
7	Harpsichord
8	Clavinet
9	Celesta
10	Glocken
11	Musicbox
12	Vibraphone
13	Marimba
14	Xylophon
15	Tubular_Bell
16	Santur
17	Leslies
18	Jazz_Organ
19	Rock_Organ
20	Church_Organ
21	Theatre_Organ
22	Musette
23	Harmonica
24	Accordion
25	ClassicFx
26	Country1
27	Jazz_Guitar
28	Clean
29	Muted
30	Distortion
31	Overdrive
32	Harmonics
33	Acoustic
34	Finger
35	Picked

#	INSTRUMENT
36	Fretless
37	Slap
38	Funk
39	Synbass1
40	Synbass2
41	Violin
42	Viola
43	Violoncello
44	Contrabass
45	Tremolos
46	Pizzicato
47	Harp
48	Timpani
49	Strings1
50	Slow_Strings
51	Synstrings1
52	Synstrings2
53	Choir1
54	Choir2
55	Synvoice
56	Hits
57	Mexican
58	Trombone
59	Tuba
60	Muted_Tpt1
61	French_Horn
62	Brass1
63	Synbrass1
64	Synbrass2
65	Altosoft
66	Altosax
67	Tenor
68	Bariton
69	Oboe
70	English_Horn

#	INSTRUMENT
71	Bassoon
72	Clarinet
73	Piccolo
74	Classic_Flute
75	Recorder
76	Pan_Flute
77	Bottle
78	Shakuhashi
79	Whistle
80	Ocarina
81	Square
82	Sawtooth
83	Calliope
84	Wha
85	Sinesweep
86	Vox
87	Fifth
88	Fm_Lead1
89	Fantasy
90	Warmpad
91	Score
92	Space
93	Softpad
94	Metal
95	Halo
96	Sweep
97	Ice_Rain
98	Soundtrack
99	Crystal
100	Atmosphere
101	Brightness
102	Goblin
103	Echodrops
104	Startheme
105	Sitar

#	INSTRUMENT
106	Banjo
107	Shamisen
108	Koto
109	Kalimba
110	Bagpipe
111	Fiddle
112	Zurna
113	Tinkle
114	Agogo
115	Steeldrum
116	Woodblock
117	Taiko
118	Melotom1
119	Syntom
120	Reverse
121	Fret_Noise
122	Breath
123	Seashore
124	Bird
125	Telephone
126	Helicopter
127	Applause
128	Gunshot1

GM voices

BANK B (CC0 Value=1)

#	INSTRUMENT
1	Jingle
2	Electric
3	Latin_Piano
4	El_Piano1
5	Concert_Grand
6	Bright_Grand
7	Twin_fm
8	Hard_Dx
9	Musicbox
10	Tubular_Bell
11	Marimba
12	Long_Vibe
13	Kalimba
14	Ep_Phase
15	Orch-Bell
16	Windchimes
17	Rotary
18	Dry_Organ
19	Drawbar
20	Positive
21	Master
22	Francaise
23	Jazz_Fisa
24	Tango
25	Country&Slide
26	Ac_Folk1
27	Electric_Funk
28	60Stopped
29	Mute_Velo
30	Distortion
31	12Strings
32	Solid_Body

#	INSTRUMENT
33	Warm
34	Ballad
35	Funk
36	Bass&Guit2
37	Precision
38	Synbass3
39	Synbass4
40	Synbass5
41	Strings2
42	Violas
43	Strings2
44	Octastring
45	Strings1
46	Marcato
47	Strings3
48	Slow_Strings
49	Strings2
50	Synstrings3
51	Dah
52	Choir_Aah1
53	Choir_Aah2
54	Ooh
55	Vocal
56	Tuuh
57	Golden
58	Tbone_Section
59	Oberbass1
60	Muted_Tpt2
61	Flugel_Horn
62	Brass2
63	Growbrass1
64	Brass3

#	INSTRUMENT
65	Altosax
66	Circus
67	Blowed
68	Tenor
69	Mariachi
70	Growbrass2
71	Blare
72	Slide_Tbone
73	Clarinet
74	Pan_Flute
75	Voice_Flute
76	Synth14
77	Analogs
78	Flanger
79	Brightpad
80	Wiring
81	Wha
82	Ramp
83	Lead_Square
84	Sinesweep
85	Fusion
86	Synbass6
87	Synbass7
88	Synbass8
89	2nd_Perc
90	3rd_Perc
91	Click
92	B3_Vibrato
93	Dry_Organ
94	Jazz_Organ
95	Lower_8-4
96	16_1

#	INSTRUMENT
97	R&Roll
98	Mid_Tone_Guit
99	Strato
100	Melobar
101	Vintage
102	Fingered
103	Stops
104	Whaguitar
105	Hawaian
106	Mandolin
107	Ac_Folk2
108	ClassicFx
109	Pedalsteel
110	Vintage
111	Reed
112	Silent
113	Fx
114	Polisynth
115	Sci_Fi
116	Ramp
117	Wave
118	D_Cycle
119	Synth10
120	Synth4
121	Hit&Crash
122	Clackson
123	Pfif&Jew_Harp
124	Huu
125	Alarm&Laser
126	Door_Bell1
127	Thunder
128	Airhorn

BANK C (CC0 Value=10)

#	INSTRUMENT
1	Bright_Grand
2	Rock&Roll
3	Ac_Grand_L
4	Ac_Grand_R
5	Ep_Legend
6	Twin_Fm
7	Ep_Phase
8	Hard_Dx
9	Brightpad
10	Crash
11	Tubular_Bell
12	Vibes
13	Kalimba
14	Marimba
15	Glockpad
16	El_Piano1
17	Hamm_Slow
18	Hamm_Fast
19	Gospel_Slow

#	INSTRUMENT
20	Pipe
21	Gospel_Fast
22	Jazz_Fisa
23	Diatonic
24	Alpen
25	Brazilian
26	CountryFx
27	MelobarFx
28	StratoFx
29	Fingered
30	PopFx
31	JGuit&Slide
32	Spanish
33	Sinus
34	Bass&Guit1
35	Oberbass1
36	Fusion
37	Funk
38	Oberbass2

#	INSTRUMENT
39	Pedal
40	Bass&Guit2
41	Violin_Slow
42	Geige
43	Marcato
44	Tzivago
45	Concert
46	Chamber
47	Strings3
48	Symphonic
49	Strings3
50	Digistring
51	Strings2
52	Strings1
53	Tuuh
54	Humming
55	Choir1
56	Choir2
57	Cornet

#	INSTRUMENT
58	Bright_Tbone
59	Dixie
60	Tbone_Section
61	Fall_Brass
62	Brass3
63	Trombone
64	Octabrass
65	Blowed
66	Altosoft
67	Muted_Tpt2
68	Tenor
69	Brass1
70	Golden
71	Mariachi
72	Brass_Section
73	Euphonium
74	Piccolo
75	Pop_Flute
76	Pan_Flute

GM voices

77	Voice_Flute
78	Shakuhashi
79	Whistle
80	Classic_Flute
81	Pulse1
82	Synbrass3
83	Lead_Square
84	Chick
85	Triangle1
86	Triangle2
87	Synth8
88	Synth1
89	Softpad

90	Saw&Pulse
91	Warmpad
92	Fantasy
93	Magic
94	Glockpad
95	Choir_Pad
96	Digipad
97	Atmosphere
98	Obx_Pad
99	Bowed_Pad
100	Digipad
101	Fantasy
102	Halo

103	Ensemble
104	Digistring
105	Tres
106	Hackbrett
107	Tres
108	Cajun
109	Pan_Flute
110	Ac_Folk1
111	Jungle
112	Balama
113	Tinkle
114	Triangle
115	Tambora

116	Claves
117	Ac.Tom
118	Brushtom
119	Snare
120	Crash
121	Scratch1
122	Scratch2
123	Scratch3
124	Scratch4
125	Scratch5
126	Fx_Slap
127	Laser
128	Wind

BANK D (CC0 Value=11)

#	INSTRUMENT
1	Concert_L
2	Concert_R
3	Latin_Piano
4	Pulse_Clavi
5	El_Piano2
6	Dx_Tine
7	Soft_Dx
8	Stage_Pno
9	Drawbar_Detune
10	Synth11
11	Concert_Bright
12	Harps_Wide
13	Harps_Octave
14	ElPiano_Detune
15	Marktree
16	Vibraphon_Wide
17	Marimba_Wide
18	Puff_organ
19	Italian_60
20	Church_Octave
21	Pipe_Octave
22	Fisa8
23	Blues_Harp
24	Casunder
25	Smooth_Folk
26	Ac_Folk2
27	Folk&Slide
28	Humbuck
29	Country2
30	Thin_Strato
31	Ac_Nylon
32	Jazz_Octave

#	INSTRUMENT
33	Feedback_Guit
34	Chuck_5TH
35	Folk
36	Deep
37	Finger_Slap
38	Retro
39	Synbass9
40	Synbass10
41	Synbass11
42	Synbass12
43	Synbass13
44	Bass&Guit3
45	Fingerpick
46	Staccato
47	Swing_Tpt
48	Clean_Detune
49	Strings3
50	Latin_tenor
51	Latin_bariton
52	Pulse2
53	Fm_Lead2
54	Sawtooth2
55	Synth6
56	Synth7
57	Mariachi
58	Brass_Section
59	Wide_Horns
60	Synth9
61	Flugel_Horn
62	Synth12
63	Tijuana
64	Synth13

#	INSTRUMENT
65	Synth15
66	Synth16
67	Synth17
68	Synth18
69	Synth19
70	Musette2
71	Accordion2
72	Church_Detune
73	Synbrass4
74	Bass&Piano1
75	Bass&Piano2
76	Pan_Flute
77	Voice_Flute
78	Shakuhashi
79	Muted
80	Yang_Chin
81	Synth2
82	Synth3
83	Door_Bell2
84	Key_Hammer
85	Bass_Noise
86	Synth4
87	Synth5
88	Synth1
89	Short_Perc
90	Bowed_Pad
91	Warmpad
92	Fantasy
93	Bubble
94	Burst
95	Choir Pad
96	Digipad

#	INSTRUMENT
97	Car_Stop
98	Car_Crash
99	Car_Engine
100	Car_Pass
101	Cow
102	Melotom2
103	Dog
104	Door_Slam
105	Concert_BD
106	Explosion
107	Fire_Alarm
108	Footsplash
109	Footsteps
110	Gunshot2
111	Gunshot3
112	Heart
113	Castanets
114	Horse
115	Horse_Gallop
116	Jet
117	Laughing
118	Machinegun
119	Punch
120	Rain
121	Screaming
122	Sirene
123	Starships
124	River
125	Thunder
126	Train
127	Wind
128	Airhorn

Preset Sounds

Piano

#	INSTRUMENT
1	GRAND PIANO
2	CONCERT_GRAND
3	E_GRAND
4	HONKY_T0NK
5	LATIN PIANO
6	LOW_GRAND
7	TINE_PIANO
8	POP BRIGHT
9	HARPSICHORD
10	CLAVThe
11	DARK_PIANO
12	ELECTROMIX
13	PIANO&STRINGS
14	OCTAPIANO
15	JINGLE
16	WIDE_GRAND
17	UPRIGHT
18	PIANO_PAD
19	FM_GRAND
20	HOUSE

Chrom

#	INSTRUMENT
1	CELESTA
2	GLOCKENSPIEL
3	MUSIC_BOX
4	VIBRAPHONE
5	MARIMBA
6	ORCHEST_BELL
7	XYLOPHONE
8	BELL
9	KALIMBA
10	VIBES_MALLETS
11	MARKTHREE
12	WINDCHIMES
13	WOODBLOCK
14	DRY VIBE
15	TINES
16	GLOCKSTRINGS
17	XYLOPAD
18	AIRBELL
19	OCTABOX
20	MALLETS

Accordion

#	INSTRUMENT
1	MUSETTE
2	CASSOTTO
3	TANGO
4	PARISIENNE
5	MASTER
6	BLUES_HARP
7	FISA_8
8	ALPEN
9	ITALIAN
10	DIATONIC
11	CELESTE
12	ACCORDION
13	HARMONICA
14	BASSOON
15	8_REED
16	TYROLER
17	ARGENTINIAN
18	CLASSIC
19	16 & 8
20	FULL

El.Piano

#	INSTRUMENT
1	STAGE_73
2	SUITECASE
3	FM_PIANO
4	E_P_MODULE
5	ELECTRO
6	STAGE_LOW
7	STAGE_PHASER
8	SMOOTH_MARK
9	EIGHT_EIGHT
10	DX_TINE
11	E_POP
12	DARK_ELECTRIK
13	FM_STAGE
14	TINES_BLEND
15	ULTRAFUNK
16	XPIANO_PAD
17	ELECTRIK_TOY
18	SEVENTHY_3
19	E_PIANO_PAD
20	TX_PIANO

Organ

#	INSTRUMENT
1	CLASSIC B3
2	ROCKAGE
3	JAZZ ORGAN
4	GOSPEL
5	ROTARY
6	POP_THIRD
7	THEATRE
8	DRAWBARS
9	16_1
10	TWIN FAST
11	PERCUSSION
12	LOWER 8_4
13	TONE_WHEEL
14	70S ORGAN
15	EVERGREEN
16	POSITIVE
17	PRINCIPALE&4
18	CHURCH
19	B3_VIBRATO
20	76O_FAST
21	ITALIAN_60
22	PUFF_ORGAN
23	FAST_SPIN
24	PIPE
25	PRAISE
26	CHURCH_DETUNE
27	DIGITORGAN
28	3RD_PERCUSSION
29	TONEWHEEL
30	JAZZ_DRY

Guitar

#	INSTRUMENT
1	SWEET_NYLON
2	COUNTRY
3	JAZZ GUITAR
4	FOLK
5	STRATO
6	ROCK_LEAD
7	SOLIDBODY
8	12_STRINGS
9	BLUES
10	CLEAN
11	FINGERPICKING
12	BRAZILIAN
13	TELECAST
14	VINTAGE
15	METAL
16	PEDAL_STEEL
17	MELOBAR
18	MUTED
19	JAZZ_OCTAVE
20	FUNK STOP
21	CHUCK_5TH
22	FEEDBACK
23	HUMBUCK
24	FINGERPICK
25	HAWAIAN
26	WHA_GUITAR
27	DETUNED_CLEAN
28	DISTORTION
29	ELECT_FUNK
30	POP

Preset Sounds

Bass

#	INSTRUMENT
1	ACOUSTIC
2	FINGER
3	POP
4	FUNK
5	FRETLESS
6	PICKED
7	SLAP
8	RETRO
9	PRECISION
10	BASS&PIANO
11	SYNBASS1
12	SYNBASS2
13	SYNBASS3
14	SYNBASS4
15	SYNBASS5
16	HOUSE1
17	HOUSE2
18	SINUS
19	BASS&GUIT
20	OBERBASS

Choir

#	INSTRUMENT
1	POP_AAH
2	POP OOH
3	VOCALS
4	DAH
5	TOOH
6	UUH
7	MEN_CHOIR
8	SYNVOICE
9	SWITCH_VOX
10	DIGICHOIR
11	HALOCHOIR
12	DIGIVOICE
13	SMOOTH AAH
14	VOICEPAD
15	CHOIRPAD
16	CHURCH_VOCAL1
17	CHURCH_VOCAL2
18	SYNTHVOX1
19	SYNTHVOX2
20	SYNTHVOX3

Sax

#	INSTRUMENT
1	BLOWED_TENOR
2	SWEET_ALTO
3	ROCK_SAX
4	POP_SAX
5	CIRCUS_SAX
6	ALTOSOFT
7	CLARINET
8	BARITON
9	ENGLISH_HORN
10	OBOE
11	FAGOTTO
12	LATIN_SAX
13	WOODWINDS
14	LOW_TENOR
15	BLOW_SECTION
16	JAZZ ALTO
17	SAX DUO
18	MILLER
19	R&ROLL_SAX
20	SAX&BRASS

Strings

#	INSTRUMENT
1	STRING_ENSEMBLE
2	PHILARMONIC
3	VIOLIN
4	CELLO
5	FAST_STRINGS
6	MARCATO
7	SLOW STRINGS
8	SYNSTRING
9	HARP
10	PIZZICATO
11	CAMERA
12	STRINGS_70
13	BAROQUE
14	OCTASTRING
15	BASS&VIOLIN
16	TZIVAGO
17	STACCATO
18	OPERA
19	CHURCH SYMPHONY
20	FULL ENSEMBLE

Brass

#	INSTRUMENT
1	BRASS_1
2	BRASS_2
3	MEXICAN
4	TROMBONE
5	DIXIE_TRUMP
6	MUTED TPT
7	SWING_TRUMPET
8	OCTABRASS
9	MARIACHThe
10	FLUGELHORN
11	CORNET
12	JAZZ_TROMBONE
13	FALL_OFF
14	HORNS
15	GOLD_TRUMPET
16	BEBOP_MUTED
17	SAX&BRASS
18	LATIN BRASS
19	ALPEN_DUO
20	DUO MARIACHThe

Flute

#	INSTRUMENT
1	CLASSIC_FLUTE
2	LATIN_FLUTE
3	ANDES
4	WHISTLE
5	SHAKUHASHThe
6	CHIFF
7	VOICE FLUTE
8	FIFE
9	PICCOLO
10	RECORDER
11	BOTTLE
12	ETHNIC
13	PIPES
14	POP FLUTE
15	FLUTE&STRING
16	OCTAFLUTE
17	PERUVIAN
18	SYNTVOX
19	FLUTEPAD_1
20	FLUTEPAD_2

Preset Sounds

Pad

#	INSTRUMENT
1	DIGIPAD
2	MOVIES
3	OBX
4	SWEEP
5	SPACE
6	LARGE
7	MAGICHORD
8	SYNSTRINGS
9	BRIGHTPAD
10	EXPLORER
11	SCENE
12	GLASSPAD
13	SYBER
14	NEW_ERA
15	ACID
16	BELL_PAD
17	WARMNESS
18	TINEPAD
19	ANALOGS
20	VOCALS

Synth

#	INSTRUMENT
1	LEAD1
2	LEAD2
3	LEAD3
4	LEAD4
5	LEAD5
6	SYNTH1
7	SYNTH2
8	SYNTH3
9	SYNTH4
10	SYNTH5
11	TRANCE
12	RESOWAV
13	RAVE
14	SINE
15	BRIGHTSYNT
16	MAXSYNTH
17	SOLOIST
18	QUADRA
19	CALLIOPE
20	FXLEAD

Ethnic

#	INSTRUMENT
1	MANDOLIN
2	BANJO
3	FIDDLE
4	SITAR
5	SHAMISEN
6	KALIMBA
7	BAG_PIPE
8	BOUZUKThe
9	STEEL_DRUM
10	CAJUN
11	FADO
12	CELTIC HARP
13	AFRICAN_MALLET
14	JUNGLE
15	HACKBRETT
16	MELOTOM
17	SYNTOM
18	TRES
19	KOTO
20	ZURNA

Effect SFX

#	INSTRUMENT
1	FREETSLIDE
2	BREATH
3	PFIF
4	HUU
5	HEART
6	APPLAUSE
7	LAUGHING
8	SCREAMING
9	PUNCH
10	JET
11	HELICOPTER
12	EXPLOSION
13	GUN_SHOT_1
14	GUN_SHOT_2
15	MACHINE_GUN
16	STAR_SHIPS
17	ALARM&LASER
18	LASER
19	FIRE_ALARM
20	SIRENE
21	DOOR_BELL1
22	DOOR_SLAM
23	GUNSHOT3
24	DOOR_BELL2
25	TELEPHONE
26	AIRHORN

Effect SFX

#	INSTRUMENT
27	TRIANGLE
28	TAMBORA
29	CLAVES
30	AC_TOM
31	BRUSH_TOM
32	SNARE
33	CRASH
34	HIT&CRASH
35	SCRATCH1
36	SCRATCH2
37	SCRATCH3
38	SCRATCH4
39	SCRATCH5
40	FX_SLAP
41	BIRD
42	BUBBLE
43	DOG
44	HORSE
45	HORSE_GALLOP
46	CLACKSON
47	CAR_STOP
48	CAR_CRASH
49	CAR_ENGINE
50	CAR_PASS
51	TRAIN
52	FOOTSPLASH
53	FOOTSTEPS
54	RAIN
55	RIVER
56	THUNDER
57	SEASHORE
58	WIND
59	BURST
60	COW

AUDYA FACTORY STYLES

BALLAD

#	STYLE
1	^8_BEAT_1
2	^8_BEAT_2
3	^8_LIGHT_FOLK
4	^16_BEAT_1
5	^16_BEAT_2
6	^HEAVY_BEAT
7	^CLASSIC_BALLAD
8	^COUNTRY_BEAT_1
9	^COUNTRY_BEAT_2
10	^ELECTRO_BALLAD
11	^ENGLISH_TUNE
12	^EUROPOP
13	^FOLK_12_8
14	^FOLK_BEAT
15	^FOLK_MELODY
16	^GUITAR_BALLAD
17	^ITALBEAT
18	^MEDIUM_16_BT
19	^MODERN_POP
20	^NEW_BALLAD
21	^NEW_TITLE
22	^NICE_BALLAD
23	^POP_BALLAD_1
24	^POP_BALLAD_2
25	^POP_SONG
26	^R&B_BALLAD
27	^SLOW_BALLAD
28	^SOFT_BEAT_1
29	^SOFT_BEAT_2
30	^WONDER_LIFE

DANCE

#	STYLE
1	^AFRO&BASS_1
2	^AFRO&BASS_2
3	^AFRO&BASS_3
4	^AFRO_HOUSE
5	^DANCE_HALL
6	^DEEP&BASS_1
7	^DEEP&BASS_2
8	^DISCO_70'S
9	^DISCO_DANCE
10	^DISCO_FEVER_70
11	^DISCO_FUNK_70
12	^DISCO_NIGHT
13	^DJ_DISCO
14	^ELECTRO&BASS_1
15	^ELECTRO&BASS_2
16	^ELECTRO_DANCE
17	^EURO_DANCE
18	^FUNK&BASS_1
19	^FUNK&BASS_2
20	^GIPSY_DANCE
21	^HANDS_UP
22	^HOUSE&BASS_1
23	^HOUSE&BASS_2
24	^LATIN&BAS_1
25	^LATIN&BAS_2
26	^LATIN&BAS_3
27	^LATIN_DANCE_1
28	^LATIN_DANCE_2
29	^LIQUID_FUNK
30	^MINIMAL_TECHNO
31	^MODERN_SOKA
32	^REGGAETON_1
33	^REGGAETON_2
34	^ROCK_HOUSE
35	^TECH_HOUSE
36	^TECHNO_DANCE
37	^TECHNO_GARAGE
38	^TRIBE&BASS_1
39	^TRIBE&BASS_2
40	^VILLAGE_FÊTE

COUNTRY

#	STYLE
1	^APACHE
2	^BLUEGRASS
3	^COUNTRY_BEAT
4	^COUNTRY_FOX
5	^COUNTRY_QUARTET
6	^COUNTRY_ROOTS
7	^COUNTRY_SURF
8	^IRISH_FOX
9	^IRISH_SLOW_FOX
10	^IRISH_WALZ
11	^KRAMER_BALLAD
12	^ON_THE_ROAD
13	^QUICK_STEP
14	^ROCKABILLY
15	^UP_COUNTRY_1
16	^UP_COUNTRY_2
17	^WALKING_FOX
18	^OLD_CNTRY_WALZ
19	^WESTERN_1
20	^WESTERN_2
21	BALLAD_12_8
22	COUNTRY_BALLAD
23	COUNTRY_DIXIE
24	COUNTRY_WALZ

BALLROOM

#	STYLE
1	^ARGENTINO
2	^BEGUINE_1
3	^BEGUINE_2
4	^ENGLISH_WALZ
5	^FOX_TROT
6	^H-GULLY_1
7	^H-GULLY_2
8	^ITALPOLKA
9	^MAZURCA (R)
10	^MEDIUM_FOX
11	^MODERATO
12	^QUADRIGLIA
13	^SHUFFLE_FOX
14	^SLOW_FOX
15	^SLOW_WALZ
16	^SWING_FOX
17	^TANGO_ITALIANO
18	^TARANTELLA
19	^WALZ_ROMAGNOLO
20	^WIENER
21	SMOOTH_FOX
22	SOFT_POLKA
23	SOFT_WALZ

NOTE

The symbol ^ before the name of the STYLE means that the style has AUDIO DRUM, GROOVES or LIVE GUITAR parts.

AUDYA FACTORY STYLES

LATIN

#	STYLE
1	^ BACHATA
2	^ BAJON
3	^ BALADA
4	^ BALLENATO
5	^ BOLERO_1
6	^ BOLERO_2
7	^ BOSSA&SALSA
8	^ BOSSA_LOUNGE
9	^ CALIENTE(R)
10	^ CHA_CHA_1
11	^ CHA_CHA_2 (R)
12	^ CUBAN_CHACHA(R)
13	^ CUMBIA (R)
14	^ CUMBION
15	^ DISCO_SAMBA
16	^ DOMINICANA(R)
17	^ FAST_BOSSA
18	^ GUAJIRA (R)
19	^ ITALBACHATA
20	^ JLG_BACHATA
21	^ LATIN_BALLAD
22	^ LATIN_JAZZ
23	^ LIVE_BOSSA
24	^ MAMBO
25	^ MAMBO_HIT
26	^ MAMBO_SALSA(R)
27	^ MEDIUM_BOSSA
28	^ MERENGUE_1(R)
29	^ MERENGUE_2(R)
30	^ PUERTORICANA(R)
31	^ REGGAE_BAND
32	^ RUMBA_BEGUINE
33	^ RUMBA_FLAMENCA
34	^ SALSA_CUBANA(R)
35	^ SAMBA_JAZZ
36	^ SAMBA_LIGHT
37	^ SAMBA_MOOD
38	^ SOKA(R)
39	^ SON_ANTIGUO
40	^ TECHNO_MERENGUE
41	^ TROPICAL
42	^ VILLERA

NOTE

The symbol ^ before the name of the STYLE means that the style has AUDIO DRUM, GROOVES or LIVE GUITAR parts.

FOLK

#	STYLE
1	^ JIGS
2	^ MARCH_4_4
3	^ MILONGA
4	^ PAQUITO
5	^ PARISIENNE
6	^ PASO_DOBLE
7	^ PIZZICA
8	^ QUEBEC_FOLKLORE
9	^ REELS
10	^ RUMBA_NAPOLETANA
11	^ SALTARELLO
12	^ SEVILLANA
13	^ TAMMURIATA
14	ALPEN_POLKA
15	ALPEN_WALZ
16	BAROQUE
17	CAN_CAN
18	ESPANA_HIT
19	MEXICAN
20	OBERKRAIN
21	PASO_DOBLE_3_4
22	SIRTAKY

R&ROLL

#	STYLE
1	^ JIVE
2	^ R&ROLL
3	^ RETRO_ROCK&ROLL
4	^ PARTY_ROCK&ROLL
5	^ STAGE_ROCK&ROLL
6	^ ROCKING
7	^ SHADOW
8	^ SHUFFLE
9	^ SLOW_BLUES
10	^ SLOW_12_8
11	^ SLOW_ROCK_1
12	^ SLOW_ROCK_2
13	^ TERZINATO
14	^ RETRO_SLOW_R
15	^ VINTAGE_SLOW_R
16	^ HIP_SLOW_ROCK
17	^ SURF
18	POP_60
19	BOOGIE
20	OLD_JIVE
21	POP_ROCK
22	R&ROLL_1
23	R&ROLL_2
24	SLOW_ROCK
25	TWIST

PARTY

#	STYLE
1	^ ORGEL_SAMBA
2	^ PARTY_FOX
3	^ PARTY_POLKA_1
4	^ PARTY_POLKA_2
5	^ PARTY_SAMBA
6	^ SCAND_SCHLAGER
7	^ SCHLAGER
8	^ SHUFFLE_BEAT
9	FOX_70
10	ALOHA
11	BOARISCHER
12	COUNTRY_BALLAD
13	DISCO_DREAM
14	DISCO_FOX_1
15	DISCO_FOX_2
16	DOLOMITEN_BEAT
17	DOLOMITEN_POWER
18	FLIP_FOX
19	HAPPY_POLKA
20	JIVECONIE
21	OBER_POLKA
22	OBER_WALZ
23	ORGEL_PARTY
24	SCAN_BUG
25	SCHLAGER_WALZER
26	SCHLAGERGRIECH
27	SLOW_ROCK_6_8
28	SPATZEN_BEAT
29	SUMMER_REGGAE
30	TANZ_PALAST

AUDYA FACTORY STYLES

POP

#	STYLE
1	^16_POP_ROCK
2	^98_POP
3	^ACOUSTIC_GROOVE
4	^ACOUSTIC_POP
5	^BRIT_POP
6	^HIP_HOP
7	^DOWNBEAT
8	^EASY_FUSION
9	^ELECTRIC_POP
10	^EMOTIONAL_R&B
11	^FUNKY_1
12	^FUNKY_2
13	^FUSION_FUNK
14	^SUBWAY
15	^LATIN_R&B
16	^LATIN_FLAVOUR
17	^LIGHT_POP
18	^LOUNGE
19	^RUMBA_RAP
20	^OLD_SCHOOL
21	^R&B_BALLAD_1
22	^R&B_BALLAD_2
23	^CHILL_OUT
24	^ORIENTAL_R&B
25	^BROKEN_BIT
26	^R&B_REMIX
27	^RAP&REGGAE
28	^SHUFFLE_POP
29	^SMOOTH_FUNK
30	^SOULFUL
31	^SOUL_FUNK
32	^TREND_POP
33	^TRIPLET_POP

SWING

#	STYLE
1	^BIG_BAND_1
2	^BIG_BAND_2
3	^BIG_BAND_SLOW
4	^CHRISTMAS_FOX
5	^FAST_BEBOP
6	^GOGO(R)
7	^JAZZ_COCKTAIL
8	^JAZZ_QUARTET
9	^JAZZ_WALZ
10	^ORCHESTRAL_SLOW
11	^SWING_1
12	^SWING_2
13	CHARLESTON
14	DIXIELAND(R)
15	JAZZ_5_4
16	JAZZMAN
17	MANOUCHE
18	SHUFFLE_FOX
19	SLOW_FOX
20	SWING_3

ROCK&SOUL

#	STYLE
1	^60'S_BLUES
2	^AMERICAN_ROCK_1
3	^AMERICAN_ROCK_2
4	^NIGHT_BLUES
5	^FOLK_ROCK
6	^GARAGE_ROCK
7	^LATIN_ROCK
8	^METAL_ROCK
9	^ON_THE_ROCK
10	^POP_ROCK
11	^POWER_ROCK
12	^R&BLUES_1
13	^R&BLUES_2
14	^R&BLUES_3
15	^R&BLUES_4
16	^ROCK_SHUFFLE
17	^SHUFFLE_BLUES
18	^SOFT_BLUES
19	^STAGE_ROCK
20	^STREET_ROCK
21	^STUDIO_ROCK

UNPLUGGED

#	STYLE
1	^16_BALLAD
2	^ANDALUZ
3	^BEGUINE
4	^BLUEGRAS
5	^BOSSA_NOVA
6	^COUNTRY_ROCK
7	^COUNTRY_BEAT
8	^COUNTRY_POP
9	^FAST_SAMBA
10	^GIPSY
11	^MAMBO_SHUFFLE
12	^MEDITERRANEAN
13	^BALLAD
14	^SLOW_ROCK
15	^SMOOTH_FOLK
16	^SOUL_FOLK
17	^SURFIN
18	^IT_TARANTELLA
19	^WESTERN_BALLAD
20	^FADO

NOTE

The symbol ^ before the name of the STYLE means that the style has AUDIO DRUM, GROOVES or LIVE GUITAR parts.

Specifications

Technical data

KEYBOARD	76 semi-weighed buttons, 8 dynamic curves. Pitch, modulation, aftertouch and portamento controls. Operating system updatable via USB port. 17 volume slider controls (with 1 assignable). 10 assignable user tab functions.
DISPLAY	320x240 pixel TFT colour graphic display.
HARD DISK	80 GB ATA 2.5".
USB	2 USB host + 1 USB device.
MASS STORAGE DEVICES	USB sticks, USB floppy disks, MP3 players, CD-ROM and DVD-ROM, HD.
SOUND GENERATION	360 MB PCM wavetable. 380 Orchestral presets. Stereo and multi-layer Voices. 416 GM sounds. 32 parts multitimbral.
POLYPHONY	197 notes.
VOICE LIST	Up to 320 custom sound locations.
ORGAN DRAWBARS	9 digital drawbars, slow/fast rotor, percussion and overdrive.
PROGRAMS	320 programs. 3 Voices layered, 3 splits. Functions: sustain, portamento, velocity switch, duet, trio, morphing, steel, slide, harmony. Editing: ADSR, cut off, resonance, effects. Twin 2nd Voice. RAM/Ins: 64 MB RAM for sounds loadable from disk. Quick loading in multitask mode.
SAMPLER	44.1KHz. 16bit stereo HD recording with multisampler editing (MSP) .
PROFESSIONAL MULTIPLAYER	2 x WAV, 2 x MP3, 2 x MIDI. Real time stretching and audio transposition. Play list, Autoplay. HD recording on 2 tracks. MP3 encoder (with modifiable resolution). Audio Ripper from CD with wave transform and built-in saving.
MIDIFILE PLAYER	SMF player with KAR file (karaoke) and TXT file (text). KAR and MIDI file conversion type 0 to type 1. Jukebox. Intelligent transposition. Song chain. Drum & bass. Lead on/off . Possibility to save new song set-up within MIDI files.
AUDIO REMIX	Synchronisation of audio tracks to MIDI fi les or styles.
SEQUENCER	Real time Song recording.
REGISTRATIONS	Single and block mode.
DRUM-1	53 user drum sets. 10 percussion sections. Drum mixer. Manual drums.
DRUM-2 (Audio)	240 Grooves (acoustic, electro, jazz , Latin etc).
REAL AUDIO ARRANGER	Up to 334 styles. Real audio drums sequences. Live accompaniment tracks including acoustic and electric guitars. 4 arrangers per style: A, B, C, D. 3 intro/ending, 4 fill ins, 4 breaks. Manual bass. Jump. Tap tempo. Accelerando-ritardando. Auto Mute for single arranger parts. After fill. Slow/fast tempo. Bass pedal board functions. Recognition of standard and rootless chords. Assignable voice to Arranger. Pianist: standard and auto mode. Bassist.
OCTAVE/DOUBLE	Octave selection +/- 24 semitones. Octave doubling.
HARMONY	Full, jazz, bluegrass, trill, repeat, folk 1, folk 2, 2-hands, echo-tap.
TRANSPOSER	Transposition of +/- 24 semitones.
ARABIC SCALE	13 settings for the Arabic scale, assignable with footswitch. Tuning +/- 99 cents of a note.
ACCORDION	Accordion functions with international and Belgian system. Controllable dynamics of bass and chords. Octave selectable on manual bass and chord. Manual drum on bass and chords.
DSP EFFECTS	3 new multi-effect DSPs. Reverb, chorus, flanger, delay, phaser, tremolo, tap delay 4/8, wha-wha, distortion, overdrive, slow/fast rotor, parametric 4-band equalizer.
MICROPHONE 1&2	2 microphone inputs with separate gain control, 10-band equalizer, echo, reverb, pan, pitch shift, talk, voice transformation.
VOICETRON	Harmonizer with 5 separate voices by Ketron. Vocoder mode, auto-harmony with the arranger, vocalizer track on MIDI file, advanced editing on all 5 voices.
MIDI	In 1, In 2, Out, Thru. 32 MIDI channels. GM2 Standard.
OUTPUTS	Left/mono, right. 4 separate assignable outputs (2 stereo or 4 mono). Digital S/PDIF input and output. Stereo headphone.
INPUTS	2 XLR microphone inputs. 2 line in inputs (stereo). Sustain and pedal volume. Footswitch (6 or 13 switches).
VIDEO INTERFACE	VGA monitor, mirror, zoom, karaoke. Screen size and positioning controls . Resolution: 640x480.
INCLUDED ACCESSORIES	Video interface, hard drive, Voicetron vocalizer, power cord, user manual, music rest.
OPTIONAL ACCESSORIES	Hard case, sustain pedal piano type, volume pedal, pedal controls FS6/FS13 MIDI bass pedals.
POWER	Automatic voltage detection - 110V/60Hz – 240V/50Hz (plug and play).
DIMENSIONS	L x W x H = 114 cm x 43 cm x 15 cm (45" x 17" x 6").
WEIGHT	18.5 Kg (38 lbs).

Due to continuing product improvement efforts, specifications and appearance are subject to change without notice.
Please visit frequently our website www.ketron.it to check for software updates, user manuals, etc.

Note

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Printed in Italy